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Name

To: Warwickshire County Council

Department of Health

Petition against Dominic Wheadon

We, the undersigned, wish to submit an official complaint against Mr Dominic Wheadon of 13 Turret Grove, Coventry.

Despite repeated requests from residents Mr Wheadon refuses to remove the 25ft hardboard Venus Fly Trap, pig and palm tree from his garden. The said monstrosities attract hordes of undesirable tourists to the street and causes frequent disruption in an otherwise quiet, respectable area.

Mr Wheadon also refuses to remove the skunks, turtles and bandicoots which continually escape from his garden and foul the footpaths and grass verges.

Lastly we would demand that Mr Wheadon be restrained from playacting scenes from "Crash Bandicoot", the PlayStation video game in his garden, as he creates noise and disturbance all night long, lowering the tone of the neighbourhood.

Name	Address
Gillian Sparkling-Bram	17 Turret Grove
David Sparkling-Bram	"
Mr. Joseph Brenham	"
Professor C. Hobsbaum	3 St. John's Way
Mrs. J. Hobsbaum	14 Carnegie House, Inglewood Rd.
Mrs. W. Collins	14 Carnegie Hse. Inglewood Rd.
Mr. G.C. Collins	26 Chester Close.
Braveton Colob	26 Chester Close.
George Hiely Rayner	4 Plympton Ave
Judge A. Higgins	40 Inglewood Road.
	32 Turret Grove



COMPUTER AND VIDEO GAMES #181 DEC 1996





FEATURE OF THE MONTH

GAMES MACHINES MORE POWERFUL THAN YOU COULD DREAM OF WERE ON SHOW IN TOKYO THIS SEPTEMBER. THIS IS OUR STAGGERING REPORT!

✷ AM SHOW (JAMMA) – 1996 ARCADE MACHINE SHOW ✷

16 PAGE FREE PULL-OUT !!

FREEPLAY

RAYDEN WINS
BRUTALITY

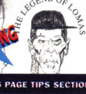
MK TRILOGY MOVES LIST

AN INTERVIEW WITH THE TEAM BEHIND **STREET FIGHTER EX** - ARIKA. ALL THE MOVES WE HAVE SO FAR FOR **MORTAL KOMBAT TRILOGY** ON PLAYSTATION. YOUR **HIGH SCORES** (AND A COUPLE OF OURS). THE **UK ALL-FORMATS CHARTS**. AND, AS EVER, YOUR **ARTISTIC EXPLOITS** IN PRINT...

INCLUDING



COMPUTER CABIN!



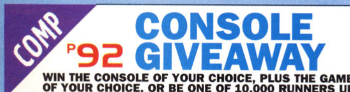
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THERE'S A RIFT IN TIME AT HMV OXFORD STREET! WE REPORT ON THE RECENT ANCIENT GAMES EXHIBITION.





COMP

P92 CONSOLE GIVEAWAY

WIN THE CONSOLE OF YOUR CHOICE, PLUS THE GAME OF YOUR CHOICE, OR BE ONE OF 10,000 RUNNERS UP!



INTERVIEW

P10 INTERVIEW: STREET FIGHTER EX

DISCOVER THE COOL FACTS ABOUT THE GENIUS ARIKA DEVELOPMENT TEAM IN THIS EXCITING FOUR-PAGE SPECIAL.

PERFECT

REGULARS



FEATURE

P98 JET BIKE JOLLIES

A BUNCH OF US WENT JET-BIKING IN TENERIFE. READ ALL ABOUT IT!



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EASY REFERENCE TO EVERY GAME IN CVG.

WELCOME TO THE FANTASY ZONE! GET READY!

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SING-A-LONG-A VIDEO GAME

The most frustrating part about producing CVG at the moment is not, as you might suppose, Phil Dawson. It's that no matter how great we make the best games look, and describe every detail of how they play, we can't let you listen to any of them! So it's an obvious point to make, but since music is so vital (and, by the way, three of us hear just elected *NiGHTS* as one of our all-time favourite games because of it) perhaps CVG is missing something. Then again, you might be the sort of person who still insists on listening to Wigfield instead of the awesome music and effects to *Wipeout 2097*!

So here are a couple of questions which you ought to consider answering, as it's in you best interest: Should CVG regularly dedicate space to music in games – special features, standard paragraphs within Reviews and Coming Soon? Or is it all a matter of taste, and you'd rather we went into more detail about the game structure? We're waiting to read your views. One more thing – we're still celebrating our 15th Anniversary here on CVG. That's almost as long as video games have been around you know! Next issue, which goes out just before Christmas, is the BIG ONE. We're giving away a whole book about the history of computer and video games, and you can even get money off by cutting out the form on page

Meanwhile check out this T-Shirt, which has been designed for us by our very own Micro Goblin – Dave Kelsall.

PAUL DAVIES







Two shining examples of some of the best music in video games: Prodigy who feature on the *Wipeout 2097* soundtrack, and Sonic Team's *NiGHTS*.

FANTASTIC 15TH ANNIVERSARY CVG T-SHIRT OFFER!

Your once in a lifetime opportunity to own as many of these LIMITED EDITION Computer and Video Games T-shirts. They're not cheesy, in fact we think they're pretty cool – printed for us by Big Tours who turned out some excellent Designers Republic shirts not so long ago.

Just to marvel at Dave Kelsall's brilliant design for a moment, the main image is a Space Invader – made famous by Taito's Space Invaders arcade game back in 1981. Space Invaders was the cover story for issue #1 of CVG, so naturally this is the theme of our Anniversary T-shirt. The shirt has back-print too – a tasteful presentation of the Space Invaders score system, plus the words "Computer and Video Games. 15th Anniversary." Plain, simple, and cool. There's our logo on there too.

Like we said earlier, these shirts are strictly LIMITED EDITION. (only around 100 made!) So get your orders in early. No need to worry about size, as they're all XL. Just fill in the details, then send it to the address printed on the form. And hurry!





This is what the backprint looks like – it's the original Score System from *Space Invaders*.



GET YOUR LIMITED EDITION CVG T-SHIRT!

Send a cheque or postal order for £12.99 plus £1.90 postage and packaging (made payable to EMAP Images Limited) to this address only COMPUTER AND VIDEO GAMES T-SHIRT OFFER, TOWER PUBLISHING, TOWER HOUSE, LATHKILL STREET, SOVEREIGN PARK, MARKET HARBOROUGH, LEICS. LE16 9EF. Do NOT, under any circumstances, send your money to our Editorial offices, because we cannot help you. And please allow 28 days for delivery.

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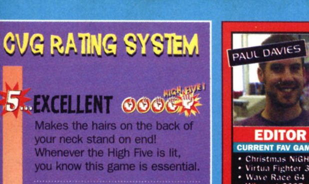
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CVG RATING SYSTEM

5...EXCELLENT HIGH FIVE!

Makes the hairs on the back of your neck stand on end! Whenever the High Five is lit, you know this game is essential.

4...VERY GOOD

Outstanding quality. Only minor limitations prevent this from being an all-round 'must have' Among the best money can buy.

3...GOOD

These games are either well produced examples of common concepts, or slightly flawed workings of originality.

2...PRETTY BAD

Something is fundamentally wrong. Could still keep some people happy, but we can't wholeheartedly recommend it.

1...VERY POOR

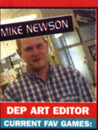
We're depressed by it. The company responsible are embarrassed by it. And you should try to forget about it!



EDITOR

CURRENT FAV GAMES:
- Christmas NiGHTS
- Virtua Fighter 3
- Wave Race 64
- Wipeout 2097
- Virtua On
- Star Gladiator

Strange how Paul seems to have been working a lot less hours recently, played loads more games – but not quite so many as Ed, of course – and CVG has been right on schedule for the first time in over a year. There can be only two explanations: Paul is a Pink Magician from Bettinuppy, who came to Earth via Halifax. After a brief stay in Rochdale, he saw that London required his assistance. Specifically EMAP Images. OR he's been getting everyone else to do all the work for him, so he can scive off and go to the theatre with his girlfriend. Hmmm...?



DEP ART EDITOR

CURRENT FAV GAMES:
- Wipeout 2097
- Quake
- Destruction Derby 2
- Olympic Soccer
- Cool Borders
- Star Gladiator

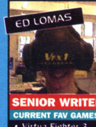
We behave ourselves on CVG. Because if we don't, Mike says he'll kill Tom. And you can tell he means it. But there has been some exciting weather recently hasn't there... did you see old wossname on the telly the other day, er, night... okay Mike I'm writing! I'm writing look! Blah, blah, blah... (We're not scared of Mike at all, by the way – it's just a little joke we like to have in here which makes him feel proud and we all get to feel smug about it. Heh-heh.) Look Mike I'm writing as fast as I can, you know! Can't go much quicker than this (heh-heh).



DEP EDITOR

CURRENT FAV GAMES:
- Quake
- Wipeout 2097
- Virtua Fighter 3
- Destruction Derby 2
- Simpson's Studio
- Outrun

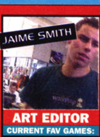
Tom did a great job of demolishing himself during his holiday in Tenerife. First off, the weather was so hot he developed blisters like water wings on his feet. Luckily his bout of chronic diarrhoea ensured that he got to sit down quite a lot. His two front teeth are no longer his own, since he smashed the originals on the swimming pool floor. Which was fine too, as the pain killers meant he didn't feel a thing when he got beaten up. Oh, and he had his watch stolen. This was the best holiday in his life.



SENIOR WRITER

CURRENT FAV GAMES:
- Virtua Fighter 3
- Quake
- Christmas NiGHTS
- SF Alpha 2
- Wipeout 2097
- Wave Race 64

We reckon Ed – genius freak boy that he is – has devised a form of sonic torture which could reduce all anti-CVG agents to a puking wreck. He has this thing where he puts the cheat for infinite Custom Combos in Street Fighter Alpha 2. Then he selects Shin Gouki, and proceeds to Hurricane Kick, Fireball, and Dragon Punch non-stop for two hours. While all the screaming is going on, we get to listen to the strange clickety click of Ed's fingers on the controller. Equally abhorrent is the strange, barely audible wail which Freak Boy emits when listening to Pink Floyd.



ART EDITOR

CURRENT FAV GAMES:
- Wave Race 64
- Virtua Fighter 3
- Wipeout 2097
- X-Men Vs SF
- SF Zero 2
- Quake

Man with a Tan – and a house in East Ham. Inspired by his exposure to foreign climates, Jaime wrapped all his belongings – two boxes of Vitamins, and an N64 – into a napkin, and left South End. Which is interesting. But maybe not quite so interesting as his recent Anthropology studies in Tenerife. There he watched the antics of Phil Dawson and Tom Guise in their natural 'state', albeit suffering from various forms of poisoning, which seemed to incite them to violence. In between swimming and sit-ups, Jaime said a prayer for the future of mankind.



FWEND

CURRENT FAV GAMES:
- Wipeout 2097
- Quake
- Virtua Fighter 3
- Wave Race 64
- SF Zero 2
- Virtua Cop

If you value your privacy, Phil Dawson isn't the best man to have around in times of vulnerability. Before you know it, everyone will have seen snapshots of your bare backside, and Phil will be hopping around, guffawing, and squealing, showing off his willy. If you need assistance in times of severe trouble (for example, if Tom were ever to get beaten up by a bunch of thugs) don't count on Dawson. He'll just hop around in the background, guffawing and showing off his willy. As CVG is an honest publication, we have the photos to prove it. But you don't want to see them.



NEWS

PROGRAMMING HEROES GRACE HMV RETRO EXHIBITION!



On Saturday 19th October one of London's biggest, most modern video games departments opened a Retro Games exhibition. As this was launch day, a number of famous English programmers were invited down to share their thoughts, and generally be available for questions from the public. The venue was HMV Level One, in London's Oxford Street. In the area usually dedicated, they have (until the end of November) a number of classic coin-ops – Defender, Pac Man, and Space Invaders – plus a corner lined with computers and video game systems of yesteryear. The atmosphere was a mixture of excitement for the new and unknown as it applied to younger visitors. Older gamers who grew up with these systems seemed equally thrilled to be reminded of how things really were – as opposed to the fond memories of games such as *Pong Basketball* on the Grandstand entertainment system...

Excitement? Or confusion that the graphics look like squiggles.

THE RETRO REP

Characters such as Jason Moore, who edits a fanzine/ magazine called Retro Games, offered an expert insight into what was on display. His publication regularly details why machines like the Oric-1, for example, managed to remain a contender for a short while, simply because it could run ZX Spectrum games.

ANDREW BRAYBROOK

The game which brought rockin' Andy Braybrook into the public eye was *Paradroid* for the C64 – a weird robot shoot'em up in which the central character could steal abilities from defeated foes. Other Braybrook classics include *Uridium* (a vertically scrolling shooter), *Gribbly's Day Out* (a platformer), and *Ally Kat* – another far out shooter. Mr Braybrook is currently working alongside Steve Turner under the company name Graftgold, who are now creating the motocross game for Warner.





JON RITMAN

Currently producing the stylish, network 3D blaster *QAD* for Cranberry Source. Jon's name became legendary when he created the best-selling soccer game *MatchDay* for the C64. However Jon's first game was a *Space Invaders* variation called *Namtir Raiders*. Of all Jon's games the most popular of all was/ is *Head Over Heels* – a brilliant isometrically viewed exploration game.



ARCHER MACLEAN

International Karate, a one-on-one fighting game written for the C64, remains one of the best, most stylish ever. The sequel – *IK+* on the Amiga – allowed three fighters on screen, AWESOME music, and a mental Turbo speed which all serious *IK* experts preferred. You could drop a fighter's trousers too. Another equally famous Archer MaClean masterpiece is *Snooker*, for the ST and Amiga. You can tell the guy's rich just from the clothes he wears. He drives a cool car too.

JON COOK

This guy will tell you that he has been behind many of the major successes of the games industry as an advisor or producer. Most familiar to all of you should be *Tetris*, which Jon signed for the PC market in Europe, and *Sim City* which was licensed from the US based company Maxis. Now he's working alongside Jon Ritman in a marketing role, and he wouldn't be doing this if he hadn't identified potential, judging from past experience.



PETER MOLYNEUX

Founder of Bullfrog, whose strategy games have helped shape the industry as we know it. Mr Molyneux made some very interesting points while being interviewed by HMV MC Jon Beales. He argued that players are still enjoying exactly the same games as they were 15 years ago, albeit dressed in state-of-the-art graphics and sporting the latest sounds.





JEZ SAN

First programmed a hit game at the age of 13! The game was *Star Glider* – a 3D shoot 'em up for the Atari ST which was so good it practically sold the machine. The sequel for the Atari ST and Commodore Amiga was an even bigger success. Players today will perhaps better appreciate that it was Jez San's company Argonaut who helped produce *StarWing* for Nintendo.

STEVE TURNER

Before teaming up with Andrew Braybrook to convert the most popular C64 games onto the Spectrum, Steve Turner made a name for himself with a Spectrum adventure called *Legend of Avalon*. This, along with the sequels *Dragon Torc* and *Astro Clone*, was a 3D third person perspective RPG. Under the company Graftgold, Steve programmed a couple of brill shoot 'em ups – *3D Seiddab* (baddies spelled backwards) *Attack*, and *3D Lunattack*.

TONY CROWTHER

Currently Producing *Realms of the Haunting* for Gremlin, Tony is best known for his early work released through Alligata: *Potty Pigeon*, *Blagger* (both platform games), and *Suicide Express* – a train 'em up of sorts. In more recent times Tony programmed *Captive*, a futuristic *Dungeon Master*-style RPG for the Amiga. Its sequel, *Liberation*, is just about the only great game for the defunct Commodore CD-32. Tony, by the way, is one of the most down-to-earth people you'll ever meet.



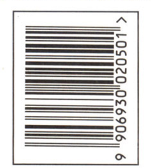


The HMV Retro Exhibition runs until the end of November. Depending on its success the organisers hope to extend the event. Whatever, it is expected that there will be some kind of Retro Roadshow. So expect similar events in a town near you sometime in the near future.

£1 OFF THE BUMPER JANUARY ISSUE OF CVG!

"THE CVG HISTORY OF COMPUTER GAMES"

If the retro news piece grabbed you, next month's CVG has got something which will totally blow you away. More than 100 pages of insightful info, which traces the history of computer and video games from 15 years ago until the present day. If this book were to be made available as a standalone item, it would retail at around £5. But CVG is giving it away FREE with next month's issue. Best of all is that this token will get you 50p off the cover price of issue #182. Combine it with the token given away with issue #180, and you get a whole £1 off. Now that's a bargain!!!



9 906930 020501

50p OFF!!!!

ISSUE 182 OF COMPUTER AND VIDEO GAMES

THIS IS TOKEN 2

TOKEN 2 (50p) + TOKEN 1 (50p) = £1 off January issue (182)
If TOKEN 2 only then = 50p ONLY off January issue (182)
(Token 2 by itself is only worth 50p off the January issue so collect Token 1, issue 180)



This deal is so special, we have to slap down a few guidelines to make sure the people who 'cash in' are the people who deserve it. So here's the gist: This TOKEN 2 can be used with last month's TOKEN 1 to get £1 off the January issue only. If you only have TOKEN 2 you can only claim 50p off the January issue. So try and get hold of TOKEN 1! Also you cannot cash in two 50p tokens from the same issue together. That's cheating!

NEWS



[FUN-SIZE GAMEBOY]

Finally it's here – the Gameboy Pocket. This streamlined version of Nintendo's popular handheld is two-thirds the size of the old machine, and half its weight. It also features a larger black-and-white screen which provides better contrast than the old green screen. Nintendo's UK distributors, THE Games, are marketing the machine as a fashion accessory and estimate the new GB Pocket could clock up 100,000 sales by the end of April. Certainly in Japan its release helped push a Gameboy title, *Pocket Monsters*, into the multi-format Top Ten. However, THE don't reckon the machine is going to supersede the old Gameboy – sales of which currently top two million in the UK alone – as the coloured Gameboys are still hugely popular. Gameboy Pocket is priced at £49.99 (original Gameboys are between £30-£40) without game. Incidently, we've noticed that the link-up port is incompatible with old Gameboy cables, but if you're a style-conscious Pocket guru why would you want to play with old skool Classic Gameboy owners anyway?



CLUB SATURN

Which isn't actually a club at all, but the name of a new dance compilation from Sega. Produced by Suburban Base Records, famous for their Drum and Bass offerings, Club Sega features remixes of music from various Saturn games, done by some particularly impressive DJs. *Virtua Fighter* by Marshall Jefferson for example, *Fighting Vipers* by Paul 'Trouble' Anderson, and *Athlete Kings* by Kenny Ken! The disc also features playable demos of *NiGHTS, Worldwide Soccer, Athlete Kings, Panzer Dragoon Zwei* and *Baku Baku.* So if you fancy largin' it to House, Techno and Jungle versions of *Virtua Cop, Sonic 3D* or *Daytona,* look out for the CD at your local popular music stockists. Alternatively, answer this question to get a disc for free. *What music does Jeffry McWild enjoy when he's not fishing?* Send your entries to: I WANT TO CLUB MY SATURN, BOYEEE COMP! at the usual address. The first three correct entries win.



Dreadful looking sleeve design. But that's in keeping with typical dance compilation stylee!

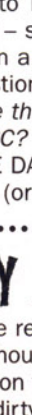
GET PYST!

No doubt that's the witty headline the creators of the new *PYST* PC CD-ROM title are hoping for. The more astute among you may notice the similarity in spelling to *MYST*, the top-selling adventure. That's because *PYST* is a witty parody of said game. The developers, Parroty Interactive, are keen to stress though that this isn't a game. Instead, it features the Myst island, looking decidedly knackered since four million visitors have run rampant on it. And that's the joke – familiar scenes, humourously distorted, with loads of amusing animations featuring John Goodman (big guy from Roseanne) as the new King. There's also a *PYST* website (www.pyst.com), with a special 'Members Only' area where owners of the CD-ROM can download video clips and send postcards and messages to other members. *PYST* is released on November 10th, priced £14.99.

TRIBAL GATHERING REVISTED

By Jingo, these console-related dance albums are becoming standard practice. Of course, you may not think the Tribal Gathering '96 compilation is console-related. But Sony Computer Entertainment clearly do, as they've sent us three copies of the album for competition prizes. And they're quite entitled to their opinion, considering they sponsored both the Tribal Gathering and Big Love, this year's two big dance events (and they sent Tom to Tribal Gathering and he still hasn't said thank you – so thank you). Anyway, let's cut to the deal. To win a copy of the album, just answer this tribal question. *What was the hair colour of the cavepeople that lived near the sea in One Million Years BC?* Send answer to THEY HAD FUR NOT HAIR IN THOSE DAYS COMP, at the usual address. First three correct entries (or the furriest postcards) win.







LIGHTLY SPICED!

Here at CVG we refuse to admit we fancy the Spice Girls (although Ed blushes and looks away when we mention them). So it make us feel ashamed and dirty to admit we were most interested to hear Sony Computer Entertainment were sponsoring the girls to turn on the Oxford Street Xmas lights this year, at a cost of £75,000! And damn it, we admit to wanting to see them performing the filthy act outside HMV (near Bond St tube) at 6pm on the 7th November. Of course, by the time you read this it'll already have happened. All the more Spice Girls for us then. Yippeee!

PREPARE FOR JONNY QUEST!

Last year it was Power Rangers, two months ago it was Toy Story and last month it was Independence Day. Now though, the hottest toys around are Jonny Quest figures! Jonny Quest is a teenage crime fighter who travels between Earth and a mystery land known as Questworld, and his hot new animated series – created by Hanna Barbera – is currently being aired on BBC 1 on Thursdays at 4.10pm. Already a guaranteed smash-hit, the action figures are also tipped to be THE biggest-selling boys' toys this Christmas. And being the supercool godfathers of toys that we are, CVG is giving you the chance to win a complete set of Jonny Quest toys. Which, in case you're wondering, is all this – 10 action figures complete with accessories, 4 deluxe figures that turn into vehicles, and three Quest vehicles (the Porpoise submarine, Rover mobile, and Cyber Copter). That's nearly £180 worth of kit! All you have to do to own the snazziest toys around is answer this question. What is the occupation of Jonny's dad, Dr Benton Quest? Send your entry to HE'S A GREENGROCER COMP at the usual address. The first correct answer (or the most amusing, or the one on the best postcard) wins!



There's little Jonny at the front, testing his indestructible toe-caps on the awesome Rover's fender. After that he's off to pick up his dad, Benton.



AN IRON MAIDEN GAME!

Or more precisely a game based around the famous devil-worshipping rock band's mascot, Eddie The Head. *Melt* is full 3D game which puts you in the role of a time traveller, who must stop eleven evil Eddie clones from destroying the fabric of the universe! Typical Iron Maiden stuff, with a soundtrack by them too. The PC CD-ROM is set for release tis month, with the PlayStation version to follow. More next month.

RENT A COIN-OP FOR XMAS!

But only if you're very rich. A press release sent to our office from Corporate Amusement Services, suggests the idea of boosting your Christmas parties by decking them out with the latest arcade machines. An awesome idea, however... the likes of *Prop Cycle, Alpine Racer* or two-player *Sega Rally* will set you back £495 *for one day!!* And 4-seater machines cost £795. Still, if you happen to be Bruce Wayne (or you're a mad person who has uncovered Black Beard's treasure), this might seem like a reasonable proposition. For more information or a brochure call Image Wizard at 01883 730666.



It'll cost you around fifty quid on Saturn this Xmas. But hey, why not pay £495 for one day's fun? Yeah!





THE GAME DESIGNERS NETWORK!

TOP DEVELOPERS CREATE POWERFUL SATURN GAMES FACTORY!

One of the most incredible pieces of gaming news, revealed recently at the Tokyo Game Show, is that a group of major developers have joined forces to create a programming powerhouse for the Saturn. The Game Designers Network (GD-NET) exists to enable smaller game companies to against the major software giants, while allowing them to maintain their creative freedom. Currently, nine software houses are involved (see elsewhere on this page), and this new organisation will coordinate the technology, manpower, marketing, developing and funding for these member companies.

The theory is this. The cost of CD-ROM development is escalating. And at this rate all future game investment will lie in the hands of the major software houses, who will put smaller companies under their brand name. Through GD-NET, these companies can take responsibility for their game development, with their own names on the finished package. This also gives them a greater desire to produce quality software, since people will know who produces the good and bad games. What's more, the companies can exchange ideas and information with each other, thus gaining help from other teams who may specialise better in certain areas. Although, as rivals, they'll still keep their own top-secret development tools to themselves.

Funding also plays a vital role. Previously, developers have been limited to strict budgets set out by their publishers. This meant they could be forced to compromise their own ideas to meet their publisher's idea of what is a 'good' game. Also, exceeding budgets or deadlines meant the financier could make them cut corners, possibly resulting a poor final product.

At the centre of GD-NET is a company called ESP (Entertainment Software Publishing), whose job it is to draw in funds for games which the individual companies would have trouble financing. In their first year, ESP intend on supporting 10 to 15 titles at a total financial cost of 1,000,000,000 yen (approx £6.7 million). This leaves the member companies free to develop games the way they want, without development interference or financial worry.

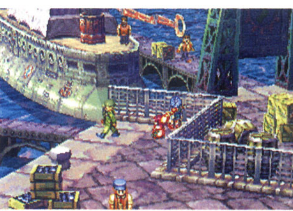
Clearly next year promises monumental events for the Saturn. Seven game contracts have already been given the green light. And considering the quality of the teams involved, we can only imagine what they'll produce now they have full creative and financial freedom. Watch this space!

THE POWER OF NINE!

Who are these nine companies that, when combined, are known as the Game Designers Network? A few of them are quite obscure in this country. Namely, Japan Art Media, Neverland, Onion Egg and Bits Laboratory. Others, such as the CSK Research Institute, are significant because they are related to CSK venture capital, who play an important financial role. Then there's Quintet – the people behind the *Actraiser* Series, *Soulblazer* and *Illusion of Time*. Sting – creators of *Treasure Hunter G*, published through Squaresoft to critical acclaim – are working a new title called *Baroque*. We'll have more on these companies and their games in the near future. In the meantime, here's the two most relevant companies of the moment.



***Grandia* – Game Arts newest and most ambitious project yet. It's taken two years so far!**



You'd better believe it. Short of the characters, everything here is realtime generated 3D!

TREASURE

The acclaimed creators of *Gunstar Heroes*, *Dynamite Headdy* and *Guardian Heroes* are quite possibly the highest profile team in the GD-NET. Not much is known about their next big project short of its name – *Silhouette Mirage* – and the release of this main character artwork. However, even from these it's clear that this game has the winning style of the aforementioned games. If it has at least the same quality of gameplay , it's going to one of the most incredible games of 1997!

GAME ARTS

The makers of Mega-CD *Silpheed* and *Gun Griffon* are now working on an incredible looking new game – *Grandia*. From the pictures you may think it looks like just another RPG. However, it's Game Arts' experience with polygons that makes *Grandia* so different. Although the characters are sprites, the backdrops are realtime-generated 3D. So instead of any point-and-click style interface, you can interact totally with the environment! Anything can be touched or held, characters can sit down before eating, or kick bottles across the floor. To date Game Arts have spent two years on the game, clocking up 20,000 frames of animation!

The story follows a boy called Justin, who has been born into the industrial age of his world. However, he dreams of travelling to the ancient times of the Enjuul civilisation, which were said to be even more advanced. And he longs to be reunited with his father who vanished after giving him the Spirit Stone. One day, while exploring some ruins, the stone begins to glow. In a quest to discover why this is happening, Justin travels to Elencia, a new continent that is said to hold unknown new technology.

Each location of *Grandia* is promised to possess an individual style of its own. And already it's clear that graphically *Grandia* is said to look fantastical. Unlike any Saturn game we've ever seen before! In fact, Japanese interest in it is already said to be stealing attention from *Final Fantasy VII*!



We've yet to see it running, but so far it looks as good as FFVII on PS. And that's pre-rendered!



Can Saturn really do this? We want to see it running before we believe it!





Winner of the US Open, there's only one player that leads the world: Pete Sampras, and there's only one smash, hit tennis game: Sampras Extreme Tennis.

8 world stadiums, 22 intelligent motion-captured opponents, mathematically-accurate ball dynamics, fully sampled speech, sound fx and crowd atmospherics combined with camera action tracking and optimized viewpoints delivers exhausting games, sets and matches.

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"The most realistic tennis game ever, and an absolute joy to play." 93%
GamePro magazine

"State of the art... An innovative and frighteningly realistic game"
TOTAL SPORT ***magazine***

There's only one smash, hit.



GamePro 93%
Play 90% Classic
PlayStation Plus 90% Playability



The best place to be if you're fishing for players' opinions on the games and machines you care about, is here. Notice we don't use a load of release date info to fill space, this is purely for you to sound off about burning issues. We don't mind you getting too technical either – as we reckon we can handle it. So give us your best shot, only try not to bore the crap out of everyone while you're at it (Roland Burke's letter is borderline boredom incarnate). Address to: WHILE YOU WERE SLEEPING...



Please send your letters to:

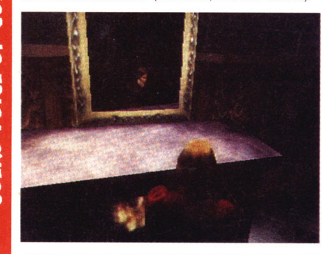
MAIL BAG,
Computer and Video Games,
Priory Court,
30-32 Farringdon Lane,
London, EC1R 3AU.

Clearly, you unimaginative buttheads aren't gonna give us a better name for Mail Bag. So Mail Bag it stays. Satisfied?

SECRETLY WANTS AN M2

Dear CVG,
I hope that you can, and will, help me. I have been awaiting the release of the N64 for 15 months (since seeing it in your mag in issue 163). But when I read in issue 178 that it is yet again to be delayed for Britain until April 97, I have decided I can wait no longer. So, with your help, I intend to buy an imported US machine when released. So could you please assist me and answer my questions? Will the N64 work on my TV which can accept NTSC video playback signal, and also on a TV with an S-Video 8-pin socket? Is N64's power and graphical capabilities a noticeable and substantial improvement over that of the PlayStation's? What is your opinion on the upcoming M2's capabilities, have you got any of its specs – ie what speed do its twin 602 processor CPUs run at, and what's its polygon count? Also, how do these compare to that of N64's?
Kevin Thompson, Cumbria

CVG: The answer to all three N64 questions is 'yes'. As for M2, we published the first ever screenshots of D2, from Warp, last issue. This month we hope to have brought you more inside information (see News, and New Games).



WAKKA WAKKA WAKKA

Dear CVG,
Do you know where I can get a T-Shirt with Pac-Man on it? Are such things made?
I think it would be good to have a section in FreePlay where people can write in with their ideas for new games. The games market will get less and less original and companies should take note of players' ideas.
Owen Parry, Gloucester

CVG: There is a company called Million Dollar, based in London, who make great Pac Man T-Shirts. Here's their number: 0171 376 7688





STAR★LETTER

I DON'T KNOW MUCH BUT I KNOW WHAT I LIKE!





Mario 64: we have no right to call it the greatest game ever, supposedly. So if Zelda 64 is equally fantastic, is it a classic in the same league as Zelda 3?

Dear CVG,
I'm 24, have owned the majority of home computer systems over the years (Atari, Master System, Amstrad, CPC 464, Amiga A500, Mega Drive, SNES, and PlayStation) and my loyalties lie with games, not consoles. I'd like to make a couple of points. Firstly, Nintendo are "drawing a line in the sand"? I am of course referring to their recent price cut to £199. Pretty arrogant when you consider the fact that at that we could eventually be buying only half a system! As, without the 64DD, fans would be missing out on what will be the majority and most impressive games on that system. Which leads to my second point. *Mario 64*! Best game ever!? Beg to differ! Best graphics? Yes... Best 'next generation' game to date? Almost certainly! Best game and game concept EVER!!? Not even close. The quality and content of gameplay in a game is decided by us – the gaming public – not snotty nosed games mag reviewers (no offence). The title of 'classic' or 'greatest game ever' is given to a game only in hindsight and not because YOU SAY SO! Games which have stood the test of time, eg *Elite, Syndicate, Legend of Zelda*, etc. These are 'classics'. Conclusion? Yes *Mario 64* looks great in all its 3D glory! But in years to come, as technology improves and with it, 3D graphics, *Mario 64* will fade into obscurity (as its predecessor has) in the light of better, more memorable games, whilst games like *Elite, Zelda*, etc... will live on as all-time classics! These are the games that deserve to benefit from 32/ 64-bit update! ARE YOU LISTENING SOFTWARE COMPANIES?!!!
PS Don't give Sony such a hard time! They're relatively new to an industry that's much bigger and more demanding than when Nintendo and Sega first appeared. This, I think, speaks much of their potential and dedication when you consider how many companies have fallen by the wayside. Give them a couple of years and then judge them. In the meantime, with their hardware, third party support and games like Syndicate Wars in the pipeline, their fans have plenty to keep them satisfied!!
PPS A game's popularity is decided by amount of sales (obvious yes), however *Super Mario World* was given free with that system! Hence its popularity and nothing to do with quality of game!
Name and Address misplaced (sorry!)

CVG: When Ultimate released their game *Knight Lore* to the specialist press, everybody recognised the advancement it represented. And nobody held back in their praises. THEY SAID SO and were proven correct. Same as when *Elite* appeared on the BBC Micro, it was immediately welcomed as a ground-breaking contender for one of the best games ever. Damn right *Mario 64* is being hailed as one of the best video games ever, and in some cases THE best video game ever, because it is so revolutionary. Nothing this special has ever faded into obscurity. The experience is unforgettable. We make no apologies for bringing this to your attention as we are speaking from years of experience. Games reviewers, certainly those on the current CVG team, play almost ever new game, and cast a casual glimpse over many more. Our collective experience is equal to, and possibly more extensive, than most players will ever get close to. That's why less sensitive readers trust our opinion. Also there's a distinction between a classic game, and 'best game ever'. *Zelda III: A Link to the Past* is a beautiful action RPG, and has stood the test of time. However it's essentially the ultimate incarnation of an already great series. The same is true of *Super Mario World* which, contrary to your opinion, is not popular because it sold with the machine – it has remained the standard by which all other 2D platformers are judged to this day. We long for the day that praises for other companies' games is not misconstrued as giving Sony a hard time! Good letter though.



NINTENDO: GUILTY UNTIL PROVEN INNOCENT

Dear CVG,

Having had most computers/ consoles at some stage in the last 17 years, I am, in my opinion, seeing the start of a collapse in the console market. And contrary to to what most people think, I see Nintendo as the culprit. The N64 is not just right for any market in any country. Being cartridge based it's dated, and software (in Europe anyway) will be quite expensive. The cheapest I can see games is £69.99 at the least, and who can afford that? Okay, Nintendo may be able to turn out software like *SM64* and *Pilot Wings 64* and turn a huge profit. But what about smaller developers, eg Microprose, who have pulled out? Also EA are considering pulling out firstly testing the N64 market with *FIFA 97*, their most popular game ever. Cartridge is outdated. Why? High manufacturing costs for one, and slow production rates. Okay, you get instant loading but I believe that with clever programming CD-ROM should have little or no delay eg *Virtua Fighter 2*.

For me there is only one true gaming 'next gen' console on the market worthy of consideration – the vastly underrated Sega Saturn. The games are brilliant – especially *NiGHTS, VF2, Sega Rally* and *Guardian Heroes*. When you look at what's coming – *Fighting Vipers, Exhumed, VF3, Virtual On, Manx TT*… it's just mind blowing. I know Sony have a fine machine, but it was hype that put it at the forefront. In Japan it's different, but then Japanese gamers know their stuff when it comes to gaming. I apologise if at first I sound pessimistic then optimistic, but I don't believe the N64 is right for Europe. Let the rest of the world have it and for me saying that I see a collapse in the gaming market, maybe that's a slight exaggeration but it's definitely what it should be. Lastly, slap on the back to Sega for the analogue pad. It's brill.

Alan Quirke, Youghal, Ireland







With fantastic games like Fighting Vipers, NiGHTS and Victory Goal '96 Saturn is the best, says Alan Quirke. But N64 is going to destroy the market, he predicts. Pah!



CVG: Cartridges are only a bad idea if the games are bad. Sounds naive, but when the 16-bit systems were at their peak, players couldn't get enough of the hottest releases. So you could argue that producing for cartridge demands a better quality product in order to make the investment worthwhile. But fair comment. Saturn isn't underrated – just Sega have done a spectacularly inadequate job of marketing the thing.

NEVER OVERESTIMATE…

Dear CVG,

This letter is about a certain coin-op going by the name of *Marvel Super Heroes*.

It all started over a month ago. I had just bought CVG #177 and noticed an article in Freeplay about Capcom. I was very disappointed to find out that *MSH* wasn't going to come out for the PS. But I sort of got over it, thinking that at least I can benefit from Capcom's 3D titles. But on the first day of my summer holidays I went into an arcade with my friend and noticed *MSH*. I decided to have a go, not knowing what would follow. I ended up liking the game so much I even thought about buying a Saturn just for it! Knowing this was a bit costly for me, (I had to save for ages for my PS), I decided against it and played *MSH* non-stop during the following weeks. In fact I played it so much I completed it. So I was getting worried, knowing I couldn't go on spending all my cash on this great game!

The point is, if *Street Fighter Alpha 2* can be made for the Super NES, why isn't a conversion of *MSH* possible for the PlayStation? Don't tell me the Super NES 2D capabilities are superior to those of the PlayStation! I wouldn't mind it being a slightly cut down version. Don't Sony allow less than near perfect conversions? Could you possibly answer my questions as I'm on the verge of going mad!!!

Michael Watson, Merseyside



CVG: We're confused about the *Marvel Super Heroes* situation too! While Capcom haven't categorically denied its existence, the signs aren't good: *X-Men: Children of the Atom* has been officially canned, and that game is much less intense. Also, PlayStation *Street Fighter Alpha 2* is lacking some animations and features that the Saturn version has. All we can do is refer you to Capcom's announcement that they're ceasing 2D development on PS to concentrate on 3D projects. Fingers crossed, PlayStation WILL get *Marvel Super Heroes*! Then again…

BORING QUESTION CORNER

Dear CVG,

I have been an avid reader since October '89, the glorious Batman issue, and I recently purchased a Jap N64 after hearing of the PAL version delay. I have a few questions concerning the N64 and I was hoping that prodigious video gaming minds enlisted by your fine mag might be able to answer them.

1. I know the Capcom interview stated that there would be no 32-bit *Ghouls 'N' Ghosts* outing, but how about a 64-bit adventure. Imagine Arthur's armour with real time reflections! Could you investigate?
2. Will Konami be producing *Contra: Legacy of War* or perhaps an entirely new Contra outing for the N64?
3. I was playing *Goonies* on the MSX, the game is brilliant. Do Konami still hold the Goonies license? Any chance of an updated 32 or 64-bit version (I know *Goonies* is obscure but it really has the potential to make a great game)?
4. Will Nintendo be producing a VR helmet or tactile feedback device for the N64 in the future?
5. Will LucasArts continue their *Star Wars* tradition on the N64? *Shadows of the Empire* looks great but how about the original Trilogy?
6. How does the humble Super NES emit such great sound (eg *DKC2, Empire Strikes Back*)? Does the sound chip use wavetable synthesis?
7. Could we see N64 *Strider* or *194X*?
8. Will *Donkey Kong* make an appearance on the N64? Is there any idea of when we might see it? Will it be a game in the same vein as *Mario 64*?
9. What resolution does *Mario 64* run at? Things look so smooth, is that just the anti-aliasing at work? Can the N64 do quadratic texture mapping ala Diamond Edge?
10. There seem to be slight delays, almost loading time in *Pilot Wings 64*. Is this intentional or decompression lag? I thought the access time on a cartridge was 120ns?
11. Are there any plans for an N64 link-up cable, I couldn't find any ports for one on my machine (unless you count the EXT.DD port on the bottom)?
12. What ever happened to Jaz?

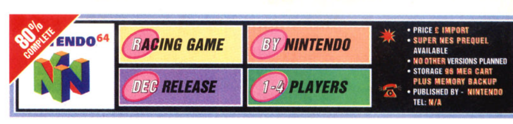
Roland Burke, (no address)

CVG:
1. We'd love to see that too!
2. Almost certainly, but those games benefit from an extensive number of stages, which requires lots of stored data – especially in the kind of detail *Contra* demonstrates. So perhaps we're waiting for a Bulky Drive version.
3. Konami could do a *Goonies* style game, sure. But a *Goonies* license wouldn't make it any better, especially not now.
4. One of the reasons Virtual Boy is designed to sit on a desk top is for legal reasons – Nintendo are very safety conscious, and don't want to have their users wind up unconscious at the bottom of the stairs with their head stuck in *Mario Land*. Maybe with an N64 acting as an anchor they'll feel safer with the idea.
5. Believe us, once you've played *Shadows* you won't be wanting for more.
6. The Super NES emits some pretty awful sounds too – ever heard the game *Tom and Jerry*? It's down to the skill of developers such as Software Creations (*Plok*), and Rare (*Donkey Kong Country, Killer Instinct*) to make all the difference.
7. You like Capcom don't you. Yes , 3D *Strider* would be cool too.
8. We hear rumours, but Rare continue to deny it.
9. Yawn, yawn, yawn…
10. …snore. Enough.





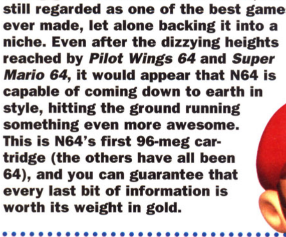




Even after the 32-bit cool of Wipeout and Sega Rally, *Super Mario Kart* keeps us glued to the 16-bit Nintendo. This Christmas the N64 gets the sequel. We may never work again.

Pushing the Nintendo 64 to its known limits, *Mario Kart 64* is expected to become the greatest racing game in the world. After all, it is still regarded as one of the best games ever made, let alone backing it into a niche. Even after the dizzying heights reached by *Pilot Wings 64* and *Super Mario 64*, it would appear that N64 is capable of coming down to earth in style, hitting the ground running something even more awesome. This is N64's first 96-meg cartridge (the others have all been 64), and you can guarantee that every last bit of information is worth its weight in gold.





KART CONTROL!

The one reason *Super Mario Kart* remains so popular is the intuitive control, which allows everyone a direct line to the brilliant gameplay. With the new analogue interface (the '3D' stick) Nintendo boast that the control and gameplay has advanced as much as the graphical style.





✷ SPIN TURN

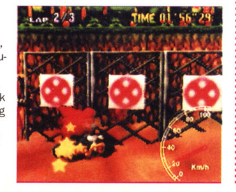
With one foot on the brake, and the other on the accelerator, drivers get to spin their kart through 180°! This is called a Spin Turn, and is explained as a useful tactic for using weapons on someone close behind, after which another Spin Turn takes the kart right back on course.

✷ POWER STEERING

Even standard cornering is made more precise, as the wheels now turn precisely to match the corners. In some cases it may only require a slight push to the left or right, while others are sure to require complex power sliding techniques – yanking the 'wheel' to one side then containing the slide neatly on the other.

✷ REVERSE

By hitting the brake, then pulling back on the 3D stick, karts can reverse out of trouble. As the 3D world allows for the appearance of walls, it helps that drivers can back away from one after crashing right into it! In the Super NES game it's necessary to hop around awkwardly to realign the kart.





NEW TO THE KART CREW

While there aren't any more characters to choose, this year's tournament sees two new entrants. Donkey Kong takes over from his son Junior, and Wario booted Koopa out of the seat. What this means is the balance of power has changed! Previously the drivers were grouped into four sets of equal ability: Bowser and DK Jr were fast and heavy; Koopa and Toad had the best manoeuvrability; Princess and Yoshi had the fastest accleration but lowest top speed, and the Mario bothers averaged out. Since Wario is being presented as another heavy weight, it makes the situation a little uneven. Possibly each driver is now unique, which would reflect the fact that the controls are so much more precise.



↑ **Wario joins the race as a new heavyweight, will he be the fastest of them all?**



















CATCH ME IF YOU CAN

Back at the Shoshinkai show last November, we were given a pretty god indication of what was to come. But, as ever, Nintendo have surprised us with some excellent new features to the familiar set-up.







MARIO GRAND PRIX

The control and new character abilities are sure to enrich this one or two-player game. Unfortunatley the four-player option only applies to the Versus mode. However it is possible to access all three of the standard Cups from the start – Mushroom (beginner), Flower (intermediate), and Star (expert). In the Super NES version players had to clear the first two before attempting the third.

VERSUS MODE

Up to four player-controlled drivers enter this challenge, in which all CPU karts take a break from the action. The screen is split four ways, with the ranking position displayed in the centre of the screen as opposed to runing down the left-hand side. If there are only three drivers, the fourth window is left blank. To heat things up a little bit, Nintendo introduce a crazy new feature…





TIME ATTACK

All the obstacles from whichever circuit you chose are removed – including the other drivers. The only competitor is yourself, with the best lap represented as a ghost image of the driver. Best times, along with the ghost image, can be stored onto the controller pack, and taken to a mate's house for a challenge!





THE MINI CAR BOMB!

Racing alongside the versus challengers is a bizarre little cart, which is nothing more than a brightly coloured bomb on wheels. This buzzes between the racing karts, making a nuisance of itself. Should any of the karts crash into it, there is a big explosion, and the clumsy driver suffers a big time loss! We reckon this little feller is going to make Four-Player Versus Mode absolutely brilliant!!!





In Bowser's Castle drivers have to contend with a flight of stairs! Approach these at the wrong angle, and it's too late to correct half way down!

UP HILL DOWN DALE

As the Mushroom Kingdom is now presented in real time 3D, this has allowed the laws of physics to play an important part. With the presence of hills, banks, and generally uneven suraces a new dimension of driving techniques are essential. For example it is important to approach the bottom of a hill at speed, however it's equally as crucial to slow down before reaching the bottom at the other side – the momentum could send the kart crashing into a fence! Banks which follow corners are perfect for power sliding, as the incline prevents karts skidding off the track. Drivers can also use the banks to turn into a corner at greater speeds using conventional tactics.

PICK AN ITEM – ANY ITEM

The 'weapons' tactics involved with *Super Mario Kart* contribute to at least half the thrills. For the long-awaited sequel Nintendo have worked this element so that it is potentially more fun than ever! The banana count has been increased to five – there are still the single variety, but collecting a bunch allows drivers to leave a deadly trail. Likewise there are groups of three shells – red or green – which makes avoiding them a nightmare!















BOGUS BOX

Here's a first look at the sneaky new item in *Mario Kart 64*. Basically it adopts the form of an Item Box, but instead of finding something helpful inside, drivers are shocked by the explosion of a bomb!!! Cunning drivers are sure to leave these lying around where rivals expect to find something useful. Excellent!

NEW!



Item Boxes are now these brightly coloured rotating cubes, whose shade constantly changes. When an item is collected – by passing through it – the box temporariliy dissappears.

GUIDED TOUR

There are 16 different courses to race in *Mario Kart 64* – that's four in each of the four classes. We have details on nine of them for you here, the first four of which comprise the Mushroom Cup.









©Nintendo

✷ LUIGI CIRCUIT

As this is the first race of the championship the course layout is fairly simple. The corners all lend themselves to power drifting, allowing drivers to practice. A tunnel encountered half way round the circuit has a blind, righ-hand corner, teaching drivers to expect the unexpected such as Item Boxes just around the bend.

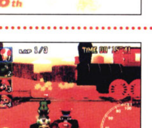
✷ MOH MOH FARM

"Moh" is the Japanese interpretation of "Moo", representing the cows. The uneven road surface lowers the karts' top speeds to around 50 km/h (max is 100). Power drifting is in danger of going out of control too. Just like in Donut Plains in Super Mario Kart, there are moles here who jump out of their hills to block the way.

MUSHROOM CUP

✷ TURTLE BEACH

Waves splash onto the beach, and the tide affects the shape of the course. Dark wet sand shows where the coastline ends. Drivers who chance driving too close to the edge might find themselves swallowed up by the sea if they're not careful! An interesting point is that there are alternate routes to follow, which are singposted.





✷ DRY DESERT

The final round in the Mushroom Cup! A railway line is intertwined with the circuit, and a full-blown locomotive steams its way around it. Beginners are forced to stop for the train whenever it crosses their path, however experts are sure to attempt the shortcut which involves travelling a short way around the train track. Bri-illia-ant!



✷ GHOSTLY LAKE

Looks the same as the ghost house, only much darker! This rickety wooden circuit surrounds a dark pond, and, just like in *Super Mario Kart*, there is a danger of falling off the edge into it. Should this happen Lakitu fishes the shivering driver out. If this place resembles the ghost house in *Mario 64* it's going to be very scary!!!

✷ CHOCO MOUNTAIN

This too has a precarious drop to one side, as it follows a mountain trail. Mist prevents inexperienced drivers from navigating too far ahead, and falling rocks present an unpredictable danger too. There's even a "Falling Rocks" sign. Going up it's slow. Coming down no doubt requires some skill with the brakes!

INTERMEDIATE









↑ Thanks Lakitu, now PUT ME DOWN!

↑ OH YEAH! Well, come on then!

↑ Eek! Falling rocks! Mario! Mario!

↑ Eeek! Eeek! Aargh! Ooh nooo!

✷ KOOPA CASTLE

Characterised by slippy flagstones, just as they are in *Super Mario Kart*. A narrow carpet offers more traction, but it's tough staying on it since all the other drivers are trying for the same line. There's a fair number of obstacles in the form of thwomps which crush the careless, and a massive staircase to bounce down.

EXPERT



✷ KINOPIO HIGHWAY

A high speed course in which the karts reach their maximum speed of 100 km/h! Giant vehicles travelling alongside the tiny karts, at some places there is barely enough room to scrape by as they loom in the opposite direction. A dirty trick is to force a rival into one, causing sparks to fly and them to suffer a big time loss!





SPECIAL CUP

✷ DONKEY JUNGLE PARK

Set in the centre of a vast jungle, where a dirt track passes by a river. Though a tantalisimg glimpse of the track appears on the other side of the river, there is no easy way of jumping over. The only viable option is rumoured to involve jumping onto the paddle steamer at full speed, then bouncing off again. Good gracious!





JOY TO THE WORLD

Christmas is coming, and so is *Mario Kart 64*. On the 20th December our man in Japan will be queuing alongside thousands of kart-thirsty punters so that we can be among the first to OWN this magical new game. Next month we hope to provide more gameplay details. But until then... AAAAAGH! WE CAN'T WAIT!!!





Meanwhile down at the DIPPODROME...
I hope he's come on his own.
Norm's the name, sensible music's the game! Call that dancing? It looks like you're trying to wipe something off your shoe.
NORM
You should be at home getting your beauty sleep - look what it's done for me!
NORM
TWIX
TWIX
CRUNCH!
Ooooohh!
CRUNCH!
Anyway you shouldn't be listening to pop and roll music. It dissolves your brain cells!
CRUNCH!
Wow! A hundred and fifty beats per minute—and that's just my heart.
TWIX
a BREAK FROM THE NORM

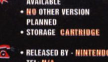












- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- RELEASED BY - NINTENDO TEL: N/A

We've waited so long for the third major N64 game we almost considered writing one ourselves! Of course our mortal efforts would have been dreadful. *Wave Race*, on the other hand, is a godly piece of work.

For some time now race games have been getting much less predictable. Not just the theme, but the run of events in general. Recently the *Wipeout* games have gained much due respect – their futuristic setting is exciting because it allows for the impossible. However Nintendo have produced a dazzling new race idea for N64, based on a sport which takes place right now on this planet. We could never have imagined how a Jet Ski game could be so exciting – so radically different! You won't believe your eyes.



IT'S WATER

Perhaps the best place to start with *Wave Race* is by bringing your attention to the amazing water effect. It's not enough to say "there is water in this game". By that we could mean anything – there is water in many video games in some form or another. The difference here is that the water looks and behaves so realistically that you'd swear someone had emptied a bucket of the stuff into your telly! There's more to it than appearance too, as waves directly affect the handling of the Jet Skis – which can work for or against the rider.







Breaker

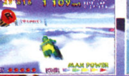
Riding the crest of a wave not only feels sensational, it boosts speed too. They're not especially random, which helps seasoned Wave Racers plan ahead.

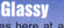




Choppy

In these rough conditions tight cornering is risky, as there is a chance of riders being bounced off their seat. Once you're used to it, though, it's ace!





Glassy

Practically no worries here at all. The challenge on a perfect surface comes from learning the course to the finest detail, so you can tuck in close to corners.







HOW DOES IT FEEL?

As with all the flagship N64 titles *Wave Race 64* places great emphasis on the use of the analogue joystick. Steering the Jet Ski involves more than pushing left or right – the stick is used to vary degrees of turn, as well as tilting the ski forward or backward in the water, or even in the air. In addition to that, riders perform stunts according to how the stick is manipulated. Such details soon become second nature. After that the game becomes one big opportunity for showing off!

LEANING



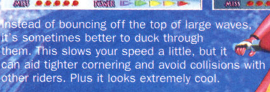


Most basic of all cornering skills is knowing how far to lean into a corner. The more you lean the greater the drag on the water. Striking the right balance between how wide the arc is, and how much water friction you create is the key.

CRASHING







Instead of bouncing off the top of large waves, it's sometimes better to duck through them. This slows your speed a little, but it can aid tighter cornering and avoid collisions with other riders. Plus it looks extremely cool.



WEAVING



A more advanced cornering technique, required to get you through areas which require full on slalom tactics. After leaning into a turn, the stick is rotated to the back position which swings the back end of the ski around.

SKIMMING





Use the waves to bounce the ski ahead by pulling back slightly on the stick. This raises the 'nose' of the ski, leaving it to hop over a series of deep troughs in the hope of preventing loss of speed. Kind of unstable though.

MY FIRST JET SKI

Players choose one of four riders to represent them – three male, one female. The bikes are all tuned the same, but each rider's physique affects their handling. In the Time Attack option it's wise to select a rider whose abilities are best suited. However, for the Championship you need someone who you feel comfortable with all round.



● AYUMI STEWART
American
Age 21
Male
Less momentum than Ryota, but the better all-rounder for beginners to try. Ayumi has a nice balance between agility and acceleration power.



● RYOTA HAYAMI
Japanese
Age 18
Male
Once you have the hang of the courses, Ryota is perhaps the character most likely to guarantee your first championship at Expert level. He has the power!





● DAVID MARINER
American
Age 32
Male
Heavily built, which makes him slow to accelerate and difficult to steer. However his top speed is the best, so skilled racers choose him all the time.

● MILES JETER
Canada
Age 24
Male
The most delicate character to control – it's very easy to over steer with him. Requires minute adjustments on the 3D stick.



CHEW THAT STOMACH!

Of course the thing you most want to do with an expensive Jet Ski and a vast expanse of deep water is mess around. In Wave Race 64 there are points to be gained for exploring the alternative uses of your machine... and it gets pretty spectacular!

CUSTOM MACHINE

After selecting the rider, there is an opportunity to meddle with the ski's handling and power ratio. Power ratio controls top speed and acceleration, while handling is broken down into steering and grip (the amount of surface friction). After some experimentation there's potential to create the ultimate Wave Racer.



Loop

POINTS: 1000

Flip the ski backward through 360°. For this you need some height – usually gained from a ramp, though there are a couple of super waves which serve the same purpose. Tap forward, then pull back hard on the stick.



Twist

POINTS: 1000

Like the loop, only sideways. Again you need to be a way off the surface to do this successfully. The rider throws his/her weight to one side, forcing the weight of the ski around them. Tap left (or right) then push hard right (or left).



Handstand

POINTS: 1000

Looks great, but is not so wonderful for controlling the ski. For this trick, players need to hold off the accelerator for a second, and press down then up. The rider stays in this position so long as the stick is pushed up.

Backward

POINTS: 1000

Gasp as your rider climbs over the handle bars to straddle the steering column, then drive from this backwards position! It's okay to stay like this indefinitely too. Rotate the stick clockwise through 360°, then press down.



Standing

POINTS: 1000

This standing on the engine trick is made cooler because it can be followed by a backward somersault. For the rider to hop up there, rotate the stick counterclockwise through 360°, then press up.



Submarine

POINTS: 1000

Possible because the water in *Wave Race 64* boasts accurate physical properties, giving that buoyant feel. Upon leaving a ramp, pull back on the stick to gain extra height, then push forward to dive beneath the waves!



GETTING YOUR FEET WET!

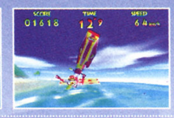
There are nine locations altogether, each presenting an increasingly different challenge. Perfect the techniques for all the circuits to prepare for the tactics overload of Southern Island. To increase the challenge there are three levels of difficulty: Normal, Hard, and Expert. Plus a secret Reverse mode upon finishing first in all three.

CHAMPIONSHIP RACE

Dolphin Park

Outside of Time Attack mode this is offered as a 'Warming Up' opportunity. A friendly Dolphin leads you on a guided tour of the venue. Choose to follow him, or just go crazy flying off the ramps and practicing stunts.







Sandy Beach

A simple oval-shaped circuit, which basically means two long straights and two sharp corners. The only obstacles are the buoys, which slow the ski down if they are knocked into. On Expert level the other riders capitalise on the slightest mistake.









Sunset Bay

Unforgettable because of the amazing solar flare effect. Breakers work for and against riders here, bashing toward after clearing a ramp, then sweeping away toward the penultimate corner. A dolphin swims alongside just before the ramp on occasion. Magic!



Milky Lake

Without messing with the game options (it's possible to adjust the height of the waves, we've found), Milky Lake is completely still. Which is a good thing since the obstacles are so tricky! At Expert level a set of posts which protrude from the lake are a nightmare to negotiate!










Marine Fortress

Choppy as can be, but the most fun to race because of it. Debris causes problems too. First trick is to use the waves to jump over a stone jetty – which is risky but saves a lot of time. Midway through the circuit at Hard or Expert level, a lock gate opens to allow riders through (see middle pic).



Port Pirate

The most spectacular of all courses, as it surrounds a giant oil tanker moored to a rusty harbour. Mid way through the race in Hard and Expert class, there riders are led through a tight tunnel – which passes through the harbour itself!!! That helicopter, by the way, is extremely big and noisy!








HARD AND EXPERT ONLY

Castle City

This circuit is extremely pretty, with neon lights shining from beneath the buoys, and down from the surrounding buildings. Light even reflects off all the waves, which is absolutely incredible since they change all the time. In Expert class it's necessary to perform a 'Submarine' on the first straight!




EXPERT ONLY

Cool Wave

A lot of the time is spent struggling to remain on the ski, with icebergs presenting huge obstacles. The trick is to control the sliding across these treacherous platforms and ramps, only leaning into the corner at the last second – otherwise the ski slips away. Giant ice balls knock riders flying too.

In time, players learn to take these corners extremely tight, so as to avoid smacking into walls.

Southern Island

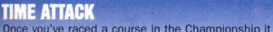
Here's where everything you learned through the first set of courses is tested to the max. Riders may place third or maybe second using standard tactics, but only through trying submarines and taking corners really close can you attain first place.











TIME ATTACK

Once you've raced a course in the Championship it becomes available in a Time Attack game. Riders are on their own here, with just the time on the clock to beat. Here's a good a place as any to talk about common obstacles and penalties.





Buoy Oh Buoy

Each time you clear a buoy the speed power increases by one, to a maximum of five. Once all the notches are lit, the commentator shout MAXIMUM POWER! However, should you miss just one buoy, the power meter goes back to zero. More crucial than that, you can only miss five times before being disqualified.





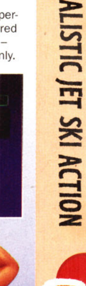
OKAY! OKAY! O-OO-KA-AAYEE!

Like most recent arcade racers around, the action in *Wave Race 64* is accompanied by a commentary. He's male, and very enthusiastic, with at around 15-20 separate quotes which are knitted together to sound authentic. Typical phrases are "Hey, you're in (position number)", "You've left them all behind!", and "No misses, keep it up!". Unfortunately he seems to repeat the word "Good" where nothing else is quite appropriate, which sounds quite silly. Our new lifelong friend is joined by a softly spoken female announcer, who welcomes competitors to each race course.



PROOF SHOULD YOU NEED IT

After adjusting your ski to suit, even going so far as to name your rider, there is an option to transfer all the details onto a Memory Pack. This allows fussy players to shuttle their specialist craft to a mate's house, and load it into another N64. Best times and scores are also recorded, allowing friends to compare performance. The only info which isn't stored is progress through the Championship – that data is reserved for game carts only.



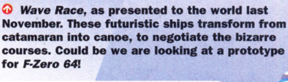
KEEL OVERHAUL

Discerning eyes may notice (same as with *Mario 64*) how *Wave Race* has changed since November last year. Back then the races took place in entirely different locations, featuring what appeared to be a sewer level, and Venice-style canal. More significantly, the vehicles are radically changed – from transforming catamarans to the Kawasaki Jet Skis. Could it be that Kawasaki saw the demo at Shoshinkai, and approached Nintendo with a new angle?









With the addition of riders, there is a stronger sense of realism. Not only is it easier to identify with the riders, but watching them lean into the waves, and tumble into the water after an accident is much more impressive.

***Wave Race*, as presented to the world last November. These futuristic ships transform from catamaran into canoe, to negotiate the bizarre courses. Could be we are looking at a prototype for *F-Zero 64*!**



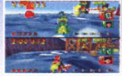
SKI VERSUS SKI

Competition with another player is presented as a one-on-one situation; horizontal split-screen, on any course made available through the Championship game. We've discovered that there is a loss of detail to manage the two-player races, most notably on the water which loses its transparency. Also the clipping point (where the waves are seen to be 'drawn') is brought much closer. The only other worth mentioning is the absence of guidance arrows – though it could be argued that this is deliberate, to make races more challenging. BUT it's still a lot of fun. While we would have preferred the chance to compete in a two-player championship, there's still joy in humiliating a friend. Especially when pulling off cool stunts all the way!









Choose to have Handicap switched on or off in a two-player race – can you still win with a massive start delay?

NEXT MONTH... WAVE HELLO!

A review of this Japanese version appears in the small reviews section. As for the official UK version... well, we have until March next year to wait for that. So more 'soon'.





Forget Hulk Hogan and the Undertaker, here come the terrifying Orange and King Og!

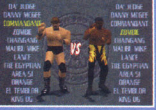
POWER MOVE PRO-WRESTLING

WWF *WrestleMania: The Arcade Game* is the most fun we've had with wrestling games so far, but it's still not exactly brilliant. What we want is a smooth 3D game with loads of moves and excellent characters, and that's just what *Power Move* could turn out to be. Only without the excellent characters. There are quite a few 3D wrestling games available in Japan already, and hopefully this is the first of many to released in the UK.

HMMM. WHO TO BE?

A big selection of wrestlers is presented, each with slightly different moves. The basic attacks remain the same with everyone, but the various special grapples and throws change depending on who you pick. While the wrestlers aren't as memorable as the wacky WWF characters, they're still kinda funny in a very sad way.


DA' JUDGE vs DANNY McGEE


COMMANDANT vs ZOMBIE


CHAINGANG vs MALIBU MIKE


LANCE vs THE EGYPTIAN


AREA 51 vs ORANGE


EL TEMBLOR vs KING OG

RINGS OF POWER

There's a choice of different wrestling rings in which to fight, varying from standard championship rings to some in more unusual locations, for example...


Here's a grey ring with a giant bulldog face printed on it.

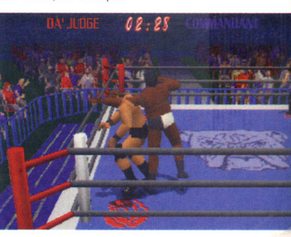

This is a standard Pro-Wrestling ring in an arena full of people.


Fights aren't confined to the ring, as you can clamber under the ropes.


When out of the ring, slam your opponent's head into the railings!

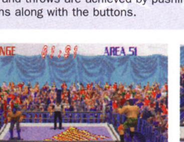
SILKY SMOOTH SLAPS

As this is the first 3D wrestling game to be released in the UK, it stands out from the existing 2D games by having very smooth animation. All of the motions are very slick, and some look particularly painful: the arm break, for example!



CONTROL THE BIG MEN

The controls for *Power Move* are fairly simple, using just the four main buttons and D-Pad to perform all the attacks, with the L and R buttons moving the view around the ring. One button performs a basic punch, one runs or throws an opponent into the ropes, one grabs or performs a special attack, and the final one is for grabs and submission holds. Different level attacks and throws are achieved by pushing pad directions along with the buttons.





If your opponent climbs the turnbuckle, you can grab and pull them down to the canvas, otherwise they're likely to jump onto your face!

NEXT MONTH... OOH! THAT GOTTA HURT!

At the moment *Power Move* runs a bit slow, so is not as much fun as it could be. Hopefully everything will be sorted in time for review.







PLATFORM | BY CRYSTAL DYNAMICS | DEC RELEASE | 1 PLAYER



- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PRICE: £44.99
- RELEASED BY - BMG TEL: 0171 384 7798

Platform games just ain't what they used to be. No – they've gone beyond straight-forward 2D, and it's no more gracefully done than this.



If there's one thing *Pandemonium!* can't be accused of, it's of being 'normal'. Normal platform games don't feature characters dressed as jesters, armed with talking sticks which fire magical bolts, and they most certainly don't feature characters who change into rhinos and frogs. Plus normal platformers don't allow players to view the action quite the way that *Pandemonium!* does. It's still a 2D platform game, and all those classic titles deliver, but the 3D is used to great dramatic effect. Here we do our best to show you how.

JESTER MINUTE! THAT'S ME!

First Let's have a look at our two main heroes...

FARGUS

Your standard court jester-type fella, Fargus comes complete with a genuine talking jester's stick (called Sid if you must know) and the ability to perform all manner of gymnastic shenanigans. He also likes wearing baseball boots... which ruins the mediaeval image somewhat!



He's a wacky character, that Fargus! He's got a stick just like Claypole from Rentaghost.





While the levels look really complex, they really only require running to the right.

NIKKI

A close friend of Fargus who was once a wizard's apprentice – although there's no sign of Mickey Mouse or any mops. Nikki is similarly agile and adventurous, and not adverse to a bit of platforming for the masses. What a gal! Otherwise she plays no differently to Fargus.





Nikki plays exactly the same as Fargus, only without the all-important jester stick.

This is Nikki running onto a lift. You don't choose to move in and out of the screen – pressing left is enough here.



















WHERE DO YOU WANT TO GO TODAY?

There are a number of weird and wonderful worlds to play through in *Pandemonium!*; each with their own theme and graphical style. One thing you can be sure of in each level – whether you're sprinting through the desert or bouncing from mushroom to mushroom in the guise of a bullfrog – is that everything is presented in glorious Sexy-O-Vision.

FOREST






From the castle, you run around trees and jump on bouncy watermelons!

CASTLE






After running up then down a tower, you go inside and up to the roof!

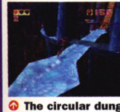
DESERT

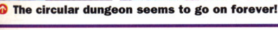





Avoid touching the lava while riding on the top of a giant boulder!

DUNGEON

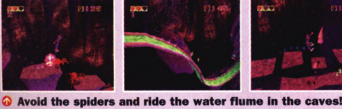


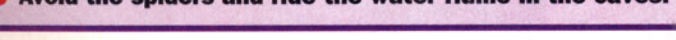



The circular dungeon seems to go on forever!



CAVES

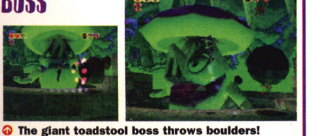





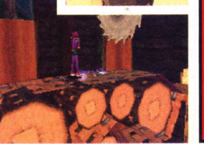
Avoid the spiders and ride the water flume in the caves!



BOSS


The giant toadstool boss throws boulders!



MY CAMERA NEVER LIES!

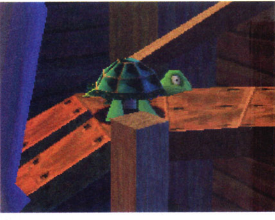
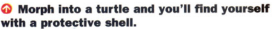
Apart from looking generally gorgeous in general, *Pandemonium!* is even more dramatic to watch thanks to a floating 'Freestyle 3D Camera Technology'. Put simply, this means that the camera pans around and zooms in and out automatically, depending on the situation – giving players the most useful and attractive view of the game possible. Obviously we stand a monkey in a mincer's chance of showing you exactly what this looks like, or how it works with static pictures alone!



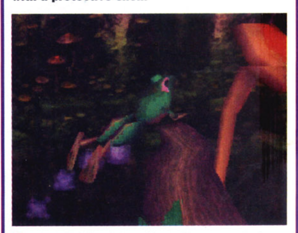



MIGHTY MORPHING MOMENTS!

As well as being able to chose between Fargus and Nikki as your main character, you also get the chance to morph into a variety of different creatures during the game itself. Apart from acting as a rather attractive graphical nicety, this is also pretty handy as characters acquire each animal's attributes.

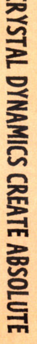
Morph into a turtle and you'll find yourself with a protective shell.



Transforming into a frog allows you to jump to new heights! Now that's magic.

NEXT MONTH... ORDER FOR CHAOS

So long as the world doesn't explode, or the CVG office doesn't get swallowed up by an earthquake, we'll have Pandemonium! for review next issue!









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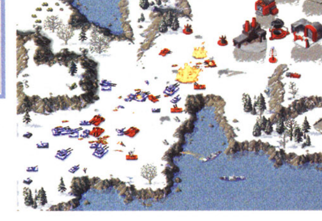


90% COMPLETE

PC CD ROM

ACTION STRATEGY | BY WESTWOOD | DEC RELEASE | 1-8 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE - 2 CDS
- PUBLISHED BY VIRGIN TEL: 0171 368 2255



Every PC owner has been looking forward to the sequel to *Command & Conquer* for the last year. Unfortunately, this isn't it...

COMMAND & CONQUER: RED ALERT

Yep, that's right. This isn't the sequel to the amazing *Command & Conquer* isn't coming out for quite a while yet. That's because *C&C: Red Alert* is in fact the prequel to the original game, explaining how NOD and GDI were formed! Here you play as either the Allies or the Soviets, working your way through 20 missions for each until you eventually discover the truth! It sounds excellent already!







YOUR MISSION, SHOULD YOU CHOOSE TO ACCEPT IT...

There are 40 missions in *Red Alert*: 20 for the Soviets, and 20 for the Allies. As with the first game they vary greatly in the amount of time they take to complete and in their overall objective. Some require you to build a solid base and train loads of soldiers, some are simple "kill everyone" missions, for others you'll need to clear an area of enemies in a strict time limit so that a convoy can pass safely, some will require you to send dogs to capture spies, and you'll even get the chance to play a spy and steal a truck yourself!



The gunboats can be positioned wherever you want (in the water), and set to attack anything!



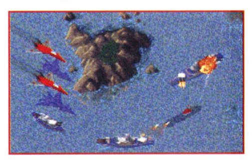
A nice big base. That's what we like to see! Unless it's the enemy's, of course.

NEW WEAPONS!

As well as all of the units which were controllable in the first *C&C*, there are now a few more which can be used. The dogs, for example, haven't got any long-range weapons (obviously), but are very fast when running towards a target. There are different types of aircraft – gunner planes, bombers, etc. – which can be used, and even a tuxedo-wearing spy who can't be spotted by anyone other than the sniffer dogs!



The unguarded green base is going to get battered by the orange army!

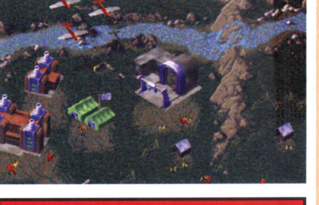


Excellent! Fighter planes and a submarine versus the gunboats!

I CAN SEE CLEARLY NOW!

While the graphics of *Red Alert* aren't massively improved over the original game (they're still all 2D with little sprites) there's a new high resolution mode for Windows '95. While you need a Pentium to try it out, it's immediately obvious how much better it looks – giving you sharper graphics and more detailed objects.

Bring on the bomber planes and take out those barracks!





This is where it gets hectic – a fierce battle for ground!

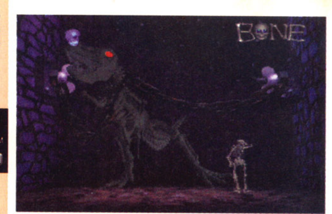
Mike says: "See how the amazing graphics are rendered".





NEXT MONTH... KEEP CONQUERING!

In the next issue you can pretty much guarantee a review of what we expect to be one of the top-selling PC games of the year. Is it worth the money if you've got the original? Is it possibly any better? Or is it worse? All these exciting questions and more answered in the CVG review next month!



75% COMPLETE

SEGA SATURN

PLATFORM	BY SEGASOFT	• PRICE - £49.99 • NO OTHER VERSIONS AVAILABLE • NO OTHER VERSIONS PLANNED • STORAGE 1 CD • RELEASED BY - SEGA TEL: 0181 996 4620
DEC RELEASE	1 PLAYER	

You're bored with beat 'em ups, sick of shoot 'em ups and disenchanted with RPGs. So you might, just might, be attracted to the eccentricities of Segasoft's *Mr Bones*!

MR BONES

The fad for 'interactive movies' began around three years ago with Trilobyte's *7th Guest*. Last year its sequel, *11th Hour*, was less successful! At much the same time Sega of America was splitting itself into component parts. One of which was Segasoft, a US-based developer looking at new ways of creating games, using many of the production standards of movies. Their main project has been *Mr Bones*, which is largely the work of respected CG Animation and modelling house, Angel Studios. Not without its problems, caused by the scope and scale of its ambitions (there's two CDs of CG graphics here) *Mr Bones* is a bit of an odd one in its final, fragmented form.





DEAD MENS' SHOES

The character you control – Mr Bones – is, clinically speaking, dead. Bones has been awakened from his eternal sleep by some great evil force, but one which he has no intention of serving. The early part of the game has him escaping his graveyard plot pursued by malevolent red-eyed corpses. It then develops into a 'journey into soul' as Mr Bones discovers his salvation in the blues guitar. He's given a trusty 'axe' by a blind Blues Scotsman and discovers it can mellow the denizens of hell. The plot is relayed in lots of long; digitised video passages, justifying the 'movie' tag, but it must be said that the quality of these is far beyond the level of most bog-standard digitised video bits – concentrating on real characters and dramatic dialogue. Angel Studios know their stuff.




The FMV is especially brilliant compared to the standard of other Saturn games.

SUB GAMEPLAY

Mr Bones' gameplay is a series of diverse mini-games, almost there to satisfy the story, instead of the other way around. Some of these are retro-gaming experiences, with an Asteroids clone and something rather like Parker's ancient *Gyruss* game. A lot, maybe too many, are platform sections and still more are really quite weird. There's around twenty in all.



When Bones first gets his guitar, he has to impress an audience of demonic skeletons by playing the right riffs in time to the rhythm. Wee-oow!!! Peeow-peow Weay-iiieee!!! Ooo-eee-ow!! (Yeah).



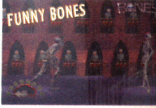
Panic-style gameplay as Bones attempts to man four sets of bongo drums, somehow wired up to the mains in the middle of a country field. Failure to bash the skins leads to an overcharge.



Smacks of a demo looking for a game idea! Bones is suspended from a huge gargoyle which swoops through a series of cathedrals smashing through the amazing stained glass window in each.



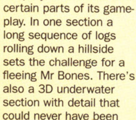
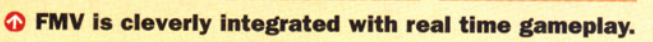
It's hard not to be impressed with the way the Mr Bones sprite interacts with an awesome pre-rendered dinosaur chained into the background. Pre-rendered or not his teeth are more terrifying than Tom's!



Random parts of an unspeakably awful joke are told by Bones using the controller buttons. To induce guffaws from the skeleton audience, these must be repeated in the right order.

DIGITAL INTEGRATION

The 'FMV' sections are polished, but not groundbreaking. Still *Mr Bones* uniquely blends both into certain parts of its gameplay. In one section a long sequence of logs rolling down a hillside sets the challenge for a fleeing Mr Bones. There's also a 3D underwater section with detail that could never have been achieved with graphics generated real time.


FMV is cleverly integrated with real time gameplay.

NEXT MONTH... BONE IDOL!



Weird, or what! However Sega have something here with Mr Bones. We certainly intend to get his Mojo workin' so's we can find out! Next month, that is.









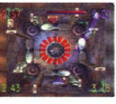


- NO OTHER VERSIONS AVAILABLE
- SATURN AND PC VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - ACTIVISION TEL: 0114 275 3423

With more and more emphasis being thrown into multiplayer gaming, finding original ideas is more challenging than developing the game itself! So have Activision finally hit the right note with *Blast Chamber*?

BLAST CHAMBER

Don't know about you, but we can think of a whole sack full of better stuff to do with a ready-to-detonate time bomb strapped to your back, than run around a rotating chamber trying to prevent said device exploding. For starters, you could pop over to LA and spend as much money as possible except yours, try and get ex-Eternal girl Louise to give you a snog or walk up to Chris Eubank, stamp on his feet, call him a big girl's blouse and stroll off again. At least that would give you a some satisfaction. But Activision have gone for the 'rotating chamber' option...






WHAT'S IT ALL ABOUT THEN?

The idea behind *Blast Chamber* is a simple but bizarre one. You are trapped in a rotating arena with a time bomb strapped to your back. In order to prevent this bomb going off, you must obtain a crystal located in the arena. While you have this, your own timer stops, and you have a choice: bump up your time, or lower an opponent's. Take the crystal to your own coloured reactor to give yourself an extra thirty seconds. Take it to any other colour to make their time shrink by 15. And that's about it. Told you it was easy.




Rotating the Spike Chamber (right) is the best way to kill other players quickly. Wow.




Finish the Eliminator alive, and a sequence showing you ditching your bomb is the reward.

BEATS RED BULL ANYWAY!

Further into the game more icons adorn the chambers. Speed-up icons are the first you'll be able to utilise, but other bonuses include icons to reset the crystal to a neutral position, give the crystal a ten-second bomb which kills the holder at the time of detonation, or one to freeze everyone else on screen except the collector of the icon. Nobody said this was gonna fair!

YOU MUST ELIMINATE THEM!

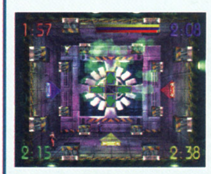
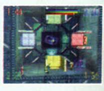
Eliminator is probably the most entertaining of the three game modes featured in *BC*. There is no overall time limit, only an individual one for each of the characters, and the aim is to make sure you are the last one alive. Eliminator is where the more devious tactics come into play because you can all gang up on one person to take them out quick, making it easier for everyone else. Just don't expect the poor guy to give help in your time of need!




The circular icons are power ups that give you a much needed boost in the race against time. Lovely.

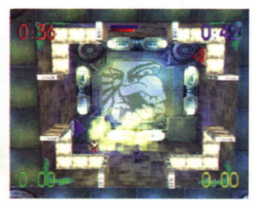
SEEN ONE LEVEL, SEEN 'EM ALL?

Well not exactly in *Blast Chamber*. You see, every chamber has its own quirk or obstacle, designed to hinder another's progress. Some are completely covered in rotation arrows, severely shortening the time you have to get to the reactors. Others have portals or spikes which destroy you instantly. A good tactic is to try and rotate the cage so that people have no choice but to fall into the pits and turn themselves into mincemeat!

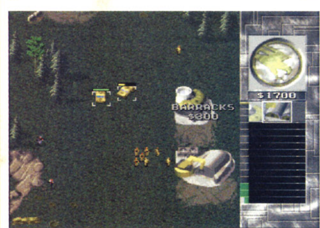

It plays better than it looks.





NEXT MONTH... CHAMBER OF HORRORS?

If we can manage to get everything done before our time runs out and the bombs start to detonate, Blast Chamber will be getting a full review next month. The countdown begins... 3... 2...





80% COMPLETE

SEGA SATURN

STRATEGY | BY VIRGIN | DEC RELEASE | 1 PLAYER (+NET)

- PC CD-ROM VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY - VIRGIN TEL: 071 368 2255

Having left a trail of doom and destruction when it was released on the PC last year, *Command & Conquer* is soon to be unleashed on Saturn and PlayStation. Will it take these systems by storm, or is *C&C* destined for little more than a light shower...?

COMMAND & CONQUER

Console strategy games are about as common as a well-used Jaguar, and the few that are available are arguably dull as ditch water. All this is going to change though. Forget endless pages of historically accurate statistics, and don't even bother with grainy black and white photos of some battle damaged tank, because this is *Command & Conquer* and it doesn't take prisoners! It's a strategy monster which heavily relies on arcade action – it's a resource management game that's more aggressive than *Sim City 2000*, and a frantic blast involving more more bullets fired than Deathmatch *Doom*. Some would suggest running for cover. We say stand up and take it. Oh yes!




WE WANT YOU!

Armchair generals choose to command one of two armies, either siding with the good guys, the GDI, or signing up with the nasty Brotherhood of NOD. However, rather than tackling the same mission from a different perspective, each of the scenarios is specific to the army. The Saturn version boasts all the missions from the original *Command & Conquer*, PLUS every sortie from the *Covert Operations* data disk. That's over fifty in total!






NOD GDI

OFF WITH A BANG!

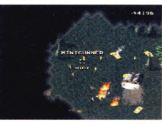
Anyone who's played *Dune 2* on the Mega Drive will find *Command & Conquer* strangely familiar. No surprise really, considering both games were developed by Las Vegas-based coders Westwood Studios. *C&C* is essentially *Dune 3*, but rather than two factions fighting over the precious Spice, this time it's the Global Defence Initiative and the Brotherhood of NOD who are desperately battling for control over the mineral Tyberium. Hmmm, ring any bells?





CONSTRUCTING FOR KIDS

Starting out with a handful of troops and an armoured car (if you're lucky), the objective is to first build an army before going on to eliminate the enemy. Providing cash is free-flowing, factories can be built, and from these a wide variety of tanks, combat bikes and troop carriers are spawned. Reinforcements spew from the barracks, Tyberium is harvested from the natural plantations, and even air strikes can be called in to level the opponent's HQ!



Burn baby, burn! The flamethrower geezer goes bonkers and torches a load of his own troops!



Don't bother messing around with a couple of troops, build an army and then attack!



Take out the enemy soldiers and then raze their HQ to the ground. See, it really is that easy.

SCHWARZENEGGER? PAH!

You may suppose *Command & Conquer* doesn't look so hot. Wrong! The in-game graphics may be small, but they're well animated – so much so that any soldier torched by a flamethrower staggers around in flames, before slumping to the ground and leaving a pile of ash! More impressive are the slick cut-scenes though, which *C&C* has by the bucket load. Combining computer-generated images with blue-screened actors, the cut-scenes are more action-packed than a Schwarzenegger movie.



"My name is John Schlongdinger. I've been an alcoholic for two years. I like crisps..."

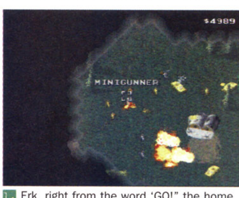






THAT'S THE WAY TO DO IT!

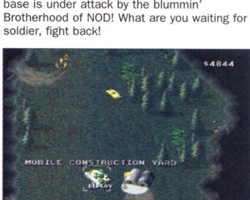
Not every mission in *Command & Conquer* is won just by wiping out the enemy. Some have assassination objectives in which the target is a high-ranking officer. Others are successfully completed by using the engineers to run in and capture enemy installations. Still, most of the wars are won with big guns, so start building!



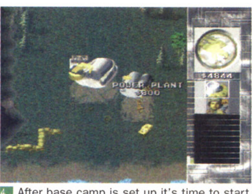
1. Erk, right from the word 'GO!" the home base is under attack by the blummin' Brotherhood of NOD! What are you waiting for soldier, fight back!



2. Luckily the armoured car was quick on the case, and managed to gun down the invaders within seconds! Hmmm, looks like it's time to start repairing the barracks.



3. Just as the last lick of paint is slapped on the barracks, reinforcements arrive in the form of the mobile construction yard and a team of engineers.



4. After base camp is set up it's time to start building a power plant to supply electricity. Meanwhile, enemy troops have been spotted to the north...



5. We need more troops! To meet demands another barracks is constructed, miraculously doubling the recruitment rate. Where do all these blokes come from?



6. That's more like it. Now you've built up a sizable army it's time to charge north and attack the enemy encampment. C'mon lads, go get 'em!



7. Minutes later and most of the enemy soldiers have been 'fragged'. All that remains is to raze their base to the ground.



8. Well done commander! Don't get too cocky though, because this was one of the easiest missions and there's another 24 to go. Ak!

GIVE US A HAND

Reinforcements come in all shapes and size, from weedy foot troops to marines who walk around with rocket launchers. There's also a Rambo commando who's hard as nails, but still no match for the tanks and armoured cars which appear later in the game.







In this scene two actors were filmed against a blue-screen, and the background was added later.

NEXT MONTH... IT'S WAR!



The finishing touches are being added to the Saturn version of Command & Conquer as we speak. So far it looks pretty damn good. Keep your eyes peeled for a full review though, which should feature in next month's CVG.





BY TAITO
1-2 PLAYERS

- ARCADE VERSION AVAILABLE
- UK VERSION PLANNED
- STORAGE - 1 CD
- PRICE - £TBC

- PUBLISHED BY - ACCLAIM
TEL: 0171 344 5000

How does a new 3D fighting game stand a chance against the quality titles already out there? The answer is, it doesn't – it floats instead!

PSYCHIC FORCE

When Taito entered the 3D fighting scene, it's obvious they didn't intend to go where anyone else had been before. Before *Psychic Force*, only Bandai's *Dragon Ball Z* series dared to take a character's feet off the floor for longer than a couple of seconds – but those games are perhaps a little too bizarre for anyone's tastes. *Psychic Force* is an original Zero Gravity combat game, offering solid gameplay, while introducing a bunch of exciting effects not possible in any other situation.

MIND OVER MASTERS

All fighters in this competition use psychic power to overcome their enemy, meaning that they each possess long range projectiles as standard moves. There are only two attack buttons – strong and light – which affect the speed of the projectiles, and strength of impact up close. Special moves are inputted by standard *SF* and *VF* style commands – arc-based motions, and taps toward or away on the direction pad, plus button. Defence requires a separate Guard button.



Special attacks drain energy from the Psychogauge (bottom left and right of screen).



To replace this energy players must rapidly tap all three action buttons.



The game features an Auto Guard option, similar to the one used in Capcom's games.



During Auto Block characters block a number of hits, plus their gauge auto charges.

PSYCHIC TALE

In addition to the standard Arcade option, there is a Story Mode which fills in all the character details as you progress – with loads of dialogue in text form. Other than that, the gameplay remains the same.





BOXED IN

Fights take place inside a cubic enclosure, which is formed by psychic energy and is invisible. All the relevant character locations are viewed through the four walls of the fight stage – or Kekkai – but there is more to it than a clever graphical twist. Just like *Fighting Vipers*, slamming an opponent into, or forcing them against these walls increases damage. Being locked inside the Kekkai isn't so disorientating as you might imagine – the fighters always remain upright. The only major difference is that they remain floating, so there is no jumping in to begin combos. Whichever way the player pushes on the D-pad is the direction the charas move within the 3D space.







Both attack buttons, plus a direction moves fighters slower but is a better tactic to confuse the opponent.

EXTENDED POWER

To replace the techniques offered by standard fighting games, Taito have empowered the psychics with a variable Dash move. Press both attack buttons and the fighter dashes quickly in the direction they're facing, preceded by some kind of force field. Tap both attack buttons in conjunction with a direction, and the speed of the dash is reduced, but being able to choose any direction is a great tactical ploy.



Tap both attack buttons together to make a fighter dash quickly across the Kekkai. This is good for starting combos.

TRAINED PSYCHICS!

As seems pretty much standard these days, *Psychic Force* includes a basic Training Mode. It isn't nearly so extensive as the ones in *Street Fighter Alpha 2*, *Star Gladiator*, or *Fighting Vipers*. The only real advantage we've found so far is that the CPU doesn't fight back, and takes an unlimited amount of damage. Still it's something extra to the coin-op.





NEXT MONTH... PSYCHIC PREDICTIONS!

Our initial 'Psychic' experience has been pretty enjoyable. We've just learned that Acclaim hope to be bringing the game to the UK sometime soon, which makes us even more determined to test the game for all it's worth. Insights revealed soon.


Pitball


TIME








New 4 PlayStation

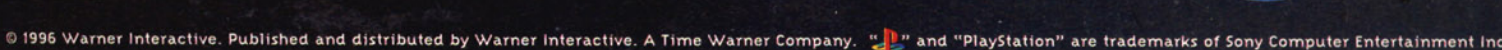



PlayStation


coming soon


WARNER
INTERACTIVE




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80% COMPLETE

SEGA SATURN

ROBOT COMBAT | BY SEGA | JAN RELEASE | 1-2 PLAYERS

- ARCADE VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - SEGA TEL: 0181 996 4620

Currently the most eagerly awaited arcade conversion in Japan, *Virtual On* is far more popular even than *Fighting Vipers!* But why? Here's where you find out...

VIRTUAL ON CYBER TROOPERS

From a British point of view, it would appear that the Japanese have a very selective taste in video games. Just about anything with giant robots of preposterous proportions and fighting seems to go down a treat. Which probably explains why *Virtual On* is one of the most popular arcade games of the moment, and probably the most eagerly awaited Saturn conversions in development. So what's the deal? Well, imagine *CyberSled* (and some *Virtua Fighter* overtones) with eight different robots, each kitted out with their own range of weapons battling it out in various cunningly designed battle arenas, and there you have it!







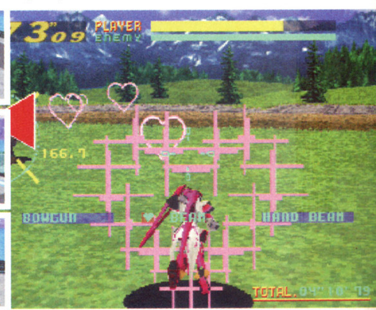
FOUR MEANS OF DESTRUCTION!

Every single *Virtual On* participant (or *Cyber Trooper*, if you will) comes equipped with four different means of attack. The two main weapon types are fired off using the A and C buttons on your joypad. You can combine the two (by pressing A and C together) to fire off a truly powerful long-range onslaught. However, by far the most powerful attack is to fight at close range with your light sabre-style plasma sword. This inflicts hideous amounts of damage, leading to kamikaze suicide attacks from foes low on energy!



Notice how you can see through the building in the foreground? It's a very useful feature.





SHOOT! SLASH! DESTROY!

Take *Virtua Fighter* but put it in a third-person perspective. Replace those martial arts with long range weapons and introduce plenty of scenery to hide behind and much more running about. That's basically what *Virtual On* is about, the main objective being to wear down your opponent's energy bar. A really clever thing the coin-op does, which the Saturn version replicates well is the see-through walls trick. Should a building or other such piece of scenery appear to block your view, it becomes "transparent", which allows you to see where you are without any unnecessary ugly clipping ruining the graphics.













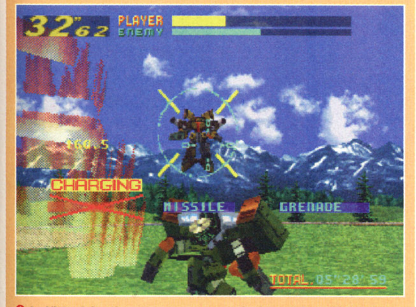


TWO PLAYERS? YES SIR!

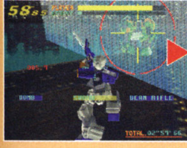
Virtual On is a game made for two players. Indeed, one of the reasons why not many of the arcade units were sold in Europe is down to the fact that it can only be bought in a two-player sit-down form (and there's a Model 2 board per player used inside, making it even more expensive!). On the Saturn, you can achieve similar two-player effects by making use of the forthcoming NetLink option which will allow you to play *Virtual On* with people around the world! However, it's more likely that you'll be settling down next to a mate with the game's simultaneous two-player split-screen option (which looks great and doesn't slow the game down). Remember the possibility of the link-up cable being used last month? Forget it - Sega of Japan appear to have disowned the cable and aren't planning any games at all for it. Boo.

BOOM! YOU'RE DEAD

The arcade version of *Virtual On* was noted for its immensely impressive polygon conflagrations and generally pyrotechnical excellence. As you can see from the nice pictures below these words, the Saturn version manages to convey almost the same level of impact!



In *Virtual On*, there are so many explosions going off that it's often hard to see where you're going!



The Plasma Sword inflicts what could be termed 'devastating damage' - at close range.



Using both weapons simultaneously fires off a mega-blast! It needs time to charge, though.



With this excellent view, you can see the in-built Saturn plus CD in the robots' heads.



This kind of spectacular visual effect is just one of many in *Virtual On*. Great!











HOW CLOSE IS CLOSE?

Now that work on the conversion is finally drawing to a close, we're able to be more specific on just how good this translation of the coin-op is. The good news is that considering that the original Model-2 version of the game is about forty times more expensive than a Saturn with the game, it's very, very close indeed! Here's a point-by-point breakdown:

1. SPEED

The original arcade game ran at 60 frames per second. This is down to 30 on the Saturn, but it's still very smooth indeed. Just as good as Saturn *Sega Rally* actually. So, compromises have been made, but nothing you're really going to be too upset about.

2. DETAIL

The overall resolution is lower, again like Saturn *Sega Rally*. More emphasis appears to have been made to make the robots (the central figures in the game after all) closer to the arcade than the backdrops (the Cyber Troopers still have their Saturns plugged into their heads!). A lot of polygons are gone from the backgrounds, but clever use of texture-mapping gives the same overall impression as the arcade.

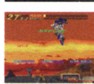
3. TECHNIQUES

The Sega AM3 teams pride themselves on retaining everything gameplay-wise from the arcade game and from what we've seen so far, it looks as though every move and tactic from the original game works fine!

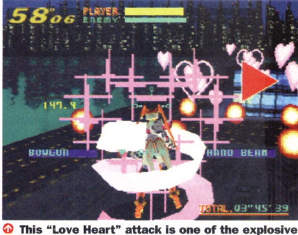
4. EFFECTS

The special effects in the arcade game are spectacular! The Saturn does an excellent job of replicating the awesome explosions, although when it comes down to performing the transparencies, the Saturn's unfortunate gauze/net curtain effects (as seen in *WipeOut*) come to the fore. It still looks very good though.







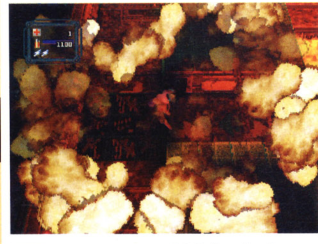
This "Love Heart" attack is one of the explosive mega strikes activated by using both of your long range weapons. It looks amazing in motion!

NEXT MONTH... HOW GOOD?



Compare Saturn Sega Rally to its coin-op parent. It's not quite as clear or as smooth, but everything else is brilliant, yes? Well expect the same thing with Virtual On - potentially a world class conversion and wonderfully playable! Also expect loads of hidden extras not seen in the arcade original!







GORE 'EM UP | BY GREMLIN | DEC RELEASE | 1-2 PLAYERS

- NO OTHER VERSION AVAILABLE
- PC CD-ROM VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY - GREMLIN TEL: 0114 275 3423

Having given happiness to thousands of PlayStation owners last Christmas when *Loaded* blasted onto the scene, Gremlin now present the sequel. Fetch a mop – things are about to get messy!



Fat Ugly Boy – or F.U.B for short – was the main man from *Loaded*, who caused the problems, threatened World peace and all that cobblers. Having been defeated at the end of the last game, somehow his brain pod traversed the galaxy until coming to rest on a planet populated only by artists and hippies. Then it was picked up by a budding Picasso who has now inherited the head, changed his name to C.H.E.B – Charming Handsome Erudite B***d! – and wants World destruction again. Blimey, games programmers don't get out much do they.**







NEW CHARACTER - THE CONSUMER!

Gained her name from the fact that she eats people – dead or alive. She also has rocket turrets surgically implanted onto her back to either give her back ache or so that she can blast little bits off people and use them as toothpicks. Lovely girl!

ONE DOWN...

Yes, sadly we must report that Vox – the voluptuous chick from the first game – has departed the scene, reportedly to take up a blossoming career in glamour photography, but... there are two new characters to take her place! Plus all the old favourites have undergone a bit of reworking courtesy of 2000AD artist Jason Brashill. For instance, Butch now sports a lovely swimsuit (obviously having forgotten to trim his bikini line) and Mamma now wears fluffy Panda slippers and a baby jumpsuit!



PITY THE CLEANER!

One thing the programmers didn't want to change from the first game is the gore count. Yes, *Reloaded* features buckets of the stuff, with people turning into mere piles of innards once they are dealt with, complete with a refreshing squelching sound. Awesome!





Blood, and gore. What more could you want?

WOT NO VIOLENCE?

Reloaded and no violence? Surely this just doesn't happen? Well we're afraid it does! Apparently the team behind this wanted something a little more than just mindless destruction, so added a feature which lets you chat to people instead of killing them. Some give you important clues on how to finish the level, others just waffle on endlessly. Shoot those before you get invited round for tea and biscuits!



That bloody dog won't let go of my leg! Get off you stupid mutt!

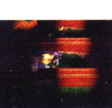


NEW CHARACTER - MAGPIE!

A Cybernun who is unfortunately one hard drive short of a PC. Accompanied by her trusty gun "Mother Superior" she doesn't take too kindly to people dropping in coppers to her collection box. Life savings or your family jewels are more suitable for her!









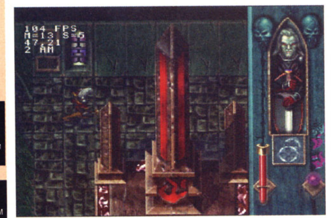
NEXT MONTH...

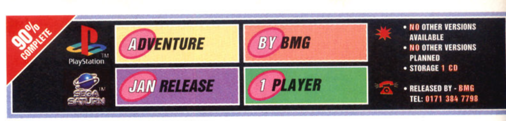
WHAT ABOUT THE CONSUMERS?

This could be one of the sequels of the year, so we're keeping a close eye on it. Gremlin hope to have it ready for Christmas so there should be a review soon. Otherwise heads are gonna roll!

PlayStation
SEGA SATURN

A BLOODY VAMPIRE ADVENTURE!





There's no shortage of games of every genre for the Saturn and PlayStation, but BMG are the first to cast a blood-sucking vampire as the main character!

LEGACY OF KAIN

It's often the case that the games you expect the least from turn out to be some of the greatest. Take *Legacy of Kain*: it crept in all quiet-like for preview, and suddenly we're two days down the line, having played it non-stop and still craving more! Now it could be down to the fact that roaming around as a fully-functioning vampire – sucking virgins' necks and performing all manner of magical acts – is a taxing and involving activity, or that someone here is a sick kind of character who likes killing every-one they meet. Whatever the case, *Legacy of Kain* may not look 'all that' on screen, but it's a bit saucy to play.







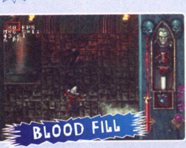
SUCKING HELL!



Being a vampire is a right old laugh a minute! Of course, there are some ground rules to be observed, such as avoiding water and direct sunlight, while feasting on the blood of humans. What a pain, eh? Still, just find yourself a nice juicy fat bloke and slit his throat...



Once you've got that jugular nice and loose, simply press the right button and before you can say "Oi! That's MY haemoglobin!" the good stuff's flowing freely into the vampire's gob. Best thing about this is that you appear to be able to suck blood across the room. Great!



The test tube on the right of the screen shows your current blood supply, which basically acts as your health meter. Every time you make a successful kill and get those teeth 'stuck in', blood drips from above until your cup literally over-floweth.

"DIDN'T MEAN TO CALL YOU A MEAT LOAF!"

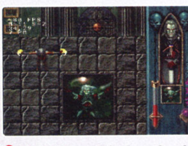
An abstract "American Werewolf in London" quote, I know, but relevant none the less considering one of your many abilities is shape-shifting. If you want to travel quickly between locations then the bat-form will be for you, but if it's laughs you're after, you'll be wanting the latest in our lycanthrope variety!





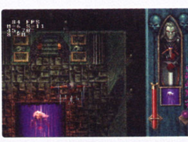
THE MAGIC OF DAVID COPPERFIELD!

As well as being able to suck the juice out of an orange at fifty paces, our reluctant vampire hero, Kain, is also able to collect and make use of a number of spells. There just isn't space to show you all of them – we wouldn't want to spoil things for the review anyway – so here are a few to whet your appetite!





The Light spell is damn handy in those creepy crypts!



Running outta' blood? Teleport back to your inner sanctum!



The Flay spell fires mystic weapons that strip a man bare.



The Energy Bolt is a weapon which inflicts major damage.









Because you're thrown in at the deep end, these helpful mirrors can be stepped on for handy narrative and plot expansion. Cool.



NEXT MONTH... BLOOD THIRSTY!

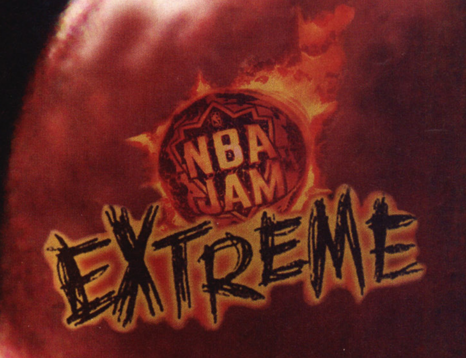
CVG would like to point out that we do not condone this kind of mindless Vampirism. Always obtain parental permission before feasting on human flesh! More on Kain's diabolical antics soon.

COMING SOON



Hold on to your shorts little man.......

here's your chance to play with the Big boys!









Hold on to your shorts little man - this is your chance to play with the big boys! NBA Jam Extreme takes Basket Ball to new heights, featuring ballistic graphics and ultra-addictive gameplay. Full 3D rotoscoping makes our 170 NBA superstars look prettier than the originals and now there's even more control from a range of killer 'Extreme' moves. You also get to eat clouds more than ever with an even wilder selection of anti-gravity, out-to-lunch monster dunks! Boomshakalaka! Don't look down!



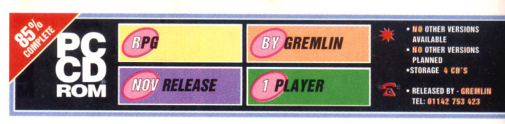












Dust off a wooden stake and pour yourself a flask of Holy Water, because Gremlin has just opened its haunted house and is ready to scare the living daylights out of anyone who dares enter!

REALMS OF THE HAUNTING

So you've marvelled at *Quake*'s fabulous 3D engine and leapt out of your skin after playing through the frightmare that is *Phantasmagoria*, how about a combination of the two? *Realms of the Haunting* is a first-person perspective horror adventure much akin to Origin's critically-acclaimed *Utlima Underworld* series. But rather than battling orcs and goblins that lurk deep within an underground dungeon, game hero Adam Randall must sneak through the macabre halls of a haunted mansion to unravel the mysteries surrounding the death of his father, the preacher Charles M Randall. Scree-eeam!

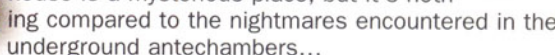






SIZE IS EVERYTHING!

Of course, size is important! Thankfully *Realms of the Haunting* is well-endowed with involving gameplay. It's a massive game which may take months to complete, trekking through the seemingly endless corridors of the haunted mansion before venturing down into the dank caverns far beneath the ground. The manor house is a mysterious place, but it's nothing compared to the nightmares encountered in the underground antechambers...

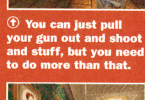


IT'S NOT ALL WORK, WORK, WORK....

Visually *Realms of the Haunting* is similar to *Hexen* and indeed *Quake*, what with its extremely detailed 3D environment, but there's much more to this than all-out blasting. It's a full blown graphic adventure, and as such is crammed with mind-bending puzzles that'll fox even the brainiest of gamers. It's not all boring problem-solving though, and *ROTH* has more than it's fair share of hack 'n' slay



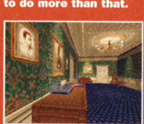
All these rooms are realtime 3D generated, moving around in that Doom-like way.



You can just pull your gun out and shoot and stuff, but you need to do more than that.



Exploring areas like this bookshelf is done using a novel point-and-click interface.





Cor, looks good enough to eat, don't you think? Well, to live in, anyway.

HORROR STORY

One of the strongest features of *Realms of the Haunting* is its storyline, which follows the plight of Adam Randall as he delves deeper into the mysteries of his father's death. The game contains almost two hours of full-motion video, divided into short clips which detail Adam's progress. Like *Wing Commander III*, *ROTH* uses a combination of blue-sceened actors and computer-generated backgrounds, seamlessly blending the two for the end result.



Seamlessly blended stuff!



Cor, it looks real, dunnit?

HELL-SPAWN

Brain-taxing puzzles aren't the only obstruction that stands between Adam and success, as the house is plagued with all manner of fanged nasties and creatures of the night. From sword-swinging beasties to giant hellhounds, this is not a place you want to hang around after dark. Like the game environment itself, the monsters are completely 3D, and look pretty darn smart actually.





Obviously, *ROTH* creator, Tony Crowther, is a fan of Ed Lomas.

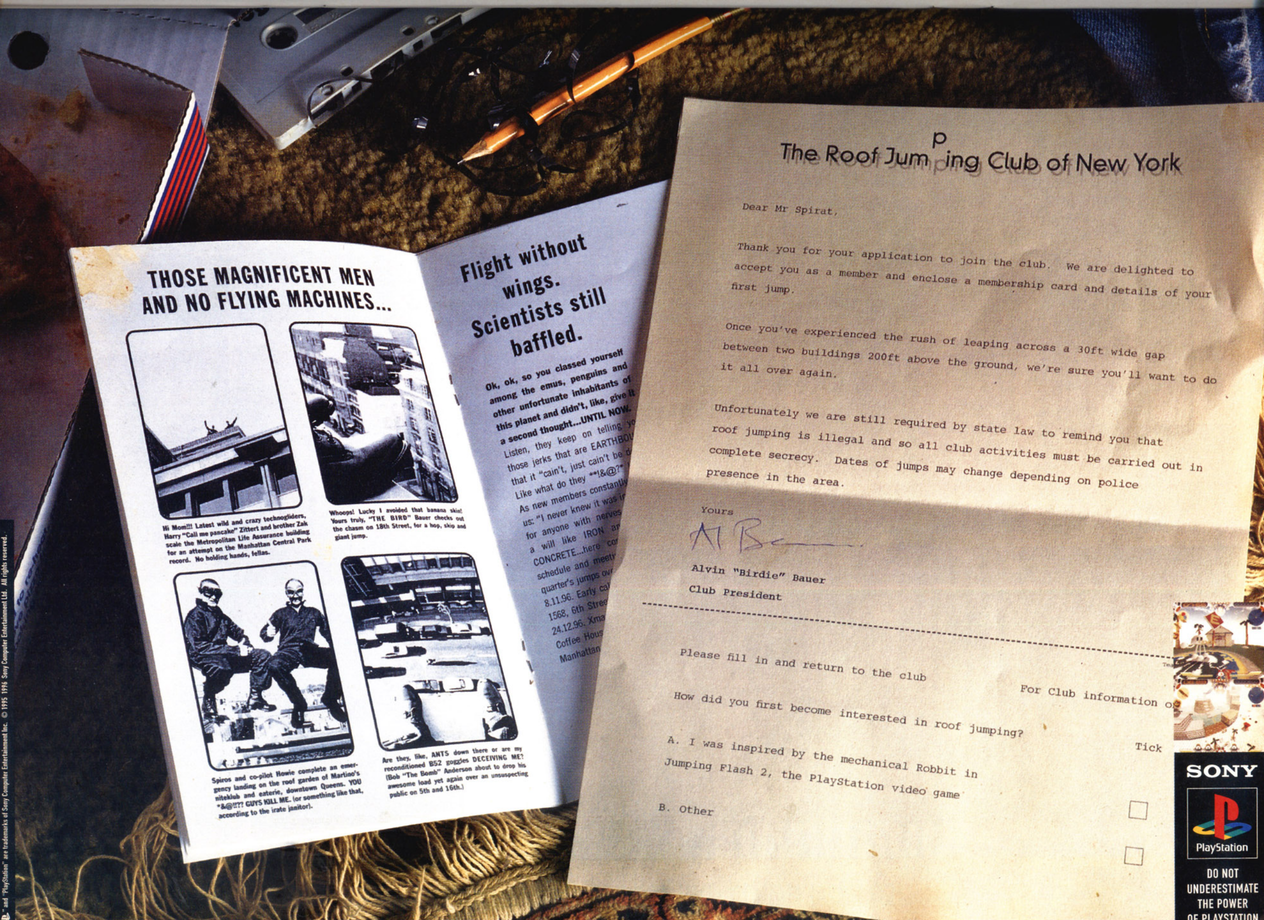
NEXT MONTH...

ROTH IS COMING TO GET YOU!

***Realms of the Haunting* is currently enduring rigorous testing, and Gremlin Interactive is fine-tuning what it hopes is going to be the scariest adventure of the year. So far it looks like they've succeed but will the final version be as horrific? We'll see next month, so are you ready for the fright of your life?**







The Roof Jumping Club of New York
Dear Mr Spirat,
Thank you for your application to join the club. We are delighted to accept you as a member and enclose a membership card and details of your first jump.
Once you've experienced the rush of leaping across a 30ft wide gap between two buildings 200ft above the ground, we're sure you'll want to do it all over again.
Unfortunately we are still required by state law to remind you that roof jumping is illegal and so all club activities must be carried out in complete secrecy. Dates of jumps may change depending on police presence in the area.
Yours
Alvin "Birdie" Bauer
Club President
Please fill in and return to the club
For Club information o
How did you first become interested in roof jumping?
Tick
A. I was inspired by the mechanical Robbit in Jumping Flash 2, the PlayStation video game
B. Other
THOSE MAGNIFICENT MEN AND NO FLYING MACHINES...
Hi Mom!!! Latest wild and crazy technogliders, Harry "Call me pancake" Zittert and brother Zak scale the Metropolitan Life Assurance building for an attempt on the Manhattan Central Park record. No holding hands, fellas.
Whoops! Lucky I avoided that banana skin! Yours truly, "THE BIRD" Bauer checks out the chasm on 18th Street, for a hop, skip and giant jump.
Spiros and co-pilot Howie complete an emergency landing on the roof garden of Martino's niteklub and eaterie, downtown Queens. YOU "&@!!?? GUYS KILL ME. (or something like that, according to the irate janitor).
Are they, like, ANTS down there or are my reconditioned BS2 goggles DECEIVING ME? (Bob "The Bomb" Anderson about to drop his awesome load yet again over an unsuspecting public on 5th and 16th.)
Flight without wings. Scientists still baffled.
SONY
PlayStation
DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION









- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - BMG TEL: 0171 973 0011

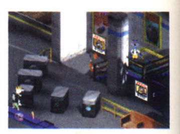
You can just tell, by its totally wacky name, that this game's gonna be keraazy. *Firo and Klawd.* Haw haw haw, we're laughing already!

FIRO AND KLAWD

Okay, deep breaths. We can't let the total hilarity of this game consume us without first dishing out some hard facts about it. We last covered *Firo and Klawd* in the New Games section of issue 175. And in that fun-packed little feature, we gave you the lowdown on how Firo is an orangutan police officer and Klawd is a street cat hoodlum. An unlikely partnership, forced to work together to defeat a counterfeit money operation by the hard-nosed Crocodero Mob (they're crocodiles) in the crime-ridden New Yak City. Outrageously hilarious stuff as you can tell. And surely deserved of the name *Firo and Klawd.* Snort, guffaw!

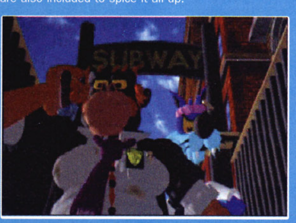




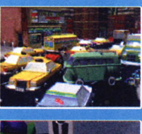


FUNNY MOTION VIDEO

If you didn't know, *Firo and Klawd* is the work of Interactive Studios, the people behind the classically popular *Dizzy* games. About an egg. Interactive are clearly hoping to establish two more legendary gaming characters in Firo and Klawd, because an amazing amount of effort has been put into the presentation of the game. There's over 30 minutes of computer-generated FMV. Much of which goes into the lengthy intro, detailing how Klawd steals money from the mob and accidently passes it on to police officer Firo. There's also cut scenes, furthering the plot when you reach the end of certain sections. Multiple endings are also included to spice it all up.

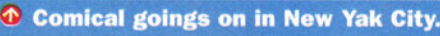










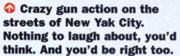

Comical goings on in New Yak City.

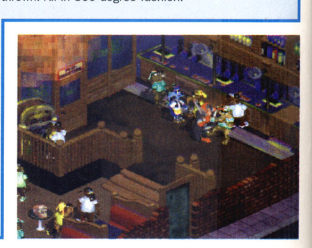
GUN-HO-HO!



Cut through the thick overcoat of laughs, and what you have underneath is an isometric shoot 'em up. Two players can join together (playing as Firo and Klawd see?) and wander New Yak City, gunning down everyone in sight. There's a variety of weapons that can be collected, fists can be employed, and grenades thrown. All in 360 degree fashion.




Crazy gun action on the streets of New Yak City. Nothing to laugh about, you'd think. And you'd be right too.



BACKGROUND LAUGHTER!

Firo and Klawd's landscapes are actually large 2D backdrops which extend far beyond the size of the screen. Starting in the city streets, our dynamic duo can wander down into the subway, or off to a bar (known as 'Beers', as in 'Cheers'). From here, new scenery is loaded in before the game continues. Giving the game a more three-dimensional realistic feel, there's all sorts of moving things on screen. Cars continuously zoom around the roads, fire hydrants can be blown up and even things like traffic cones and bar stools can be knocked around. Za-a-aany!



NEXT MONTH... COMEDY HALF HOUR RETURNS!

That wacky comedy duo should be back for their barrel-full-of-laughs review. Is the game a hilarious rollercoaster of action, or a pooey egg of a bad joke? We can't wait to find out.

CHECKPOINT

The month's events and software releases at a glance. **Nov-Dec**

This is one of the biggest months for a long time! All of the major Christmas releases from all of the major companies, as well as some of the biggest shows of the year, in the gaming capital of the world – Japan!

It's the month before Christmas, and that's when all the software companies start warming up their big seasonal releases. *Crash Bandicoot* makes his big debut on PlayStation, and *Destruction Derby 2* hits the road running. Meanwhile, racing onto the Saturn is *Daytona Circuit Edition,* together with *Virtua Cop 2* and *Virtual On. Command and Conquer: Red Alert* hits the PC too! EA have also got *Soviet Strike* ready in the wings, Eidos have *Tomb Raider* finally ready for release, GT have *Mortal Kombat Trilogy* and Codemasters are ready with the stunning *Micro Machines 3*, all on PlayStation. Meanwhile, *Duke Nukem 3D* is down for an early December release on both PlayStation and Saturn, but we haven't seen anything of them yet, so don't count on that happening. And what of the Capcom stuff? Well, take a close look and you'll see PlayStation *Star Gladiator* there, and *Street Fighter Alpha 2* on Saturn and PS, lined up for immediate release. All this, and a full month of shows revealing more incredible software for the year ahead. Things just ain't never not looked so good for games ever before!

WANT SOME FREE GAMES?

Well come get some! Yet again, another ripping chance to win the latest software courtesy of HMV, Sony, Sega and Virgin. Larvley!



CRASH BANDICOOT

Everyone'll be Crash-ing on their PlayStations this month, and you can be too, simply by sending in a picture of where you crash every night – your bedroom! Send us a photograph of the messiest bedroom in the world and we'll send you the game! Mark your envelopes: I LIVE HERE!

COMMAND & CONQUER: RED ALERT

There's plenty of conkering going on in this excellent sequel from Virgin, and we want to know your best tips for doing it. Not "conquering" but "conkering" – how do you make your conkers ultra-tough? The best technique for champion horse chestnuts wins a copy of the game! Mark your envelopes: NUTS!



VIRTUA COP 2

Virtua Cop 2 is one of the few sequels which must be owned by everyone who's got the first game. To earn yourself a free copy of *Cop 2* you need to prove to us how good you are at the first game by sending a photograph of your highest Ranking Mode score: that's one credit only with no cheats, and the best score wins the game. We'll also print the best scores in FreePlay's high scores section. Mark your envelopes: STOP, IN THE NAME OF MY SCORE!

Send your entries to this address, making sure to mark your envelope with the name of the competition as well:

CHECKPOINT #181 FREEBIES,
Computer And Video Games,
Priory Court, 30-32 Farringdon Lane,
London EC1R 3AU

SHOSHINKAI

24-26 November (Makuhari Messe Centre, Tokyo)

Everyone knows what happened at last year's Shoshinkai show – the Nintendo 64 was shown to the world for the first time. This year's show promises to be packed full of amazing Nintendo products, including a possible appearance of the 64DD and *Zelda 64*! Big games like *Mario Kart R*, *F-Zero 64*, and *Yoshi's Island 64* will hopefully also be on display, letting us know exactly how good Christmas is going to be for Nintendo in Japan. We'll have a full show report as soon as we get back.



PLAYSTATION EXPO: '96-'97

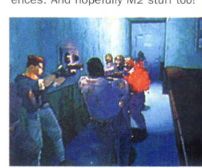
1-4 November (Makuhari Messe Centre, Tokyo)

Last year's PS Expo gave us *Tekken 2*, *Jumping Flash 2*, *Kings Field*, *Dracula Detective* and *Kowloons Gate*, but this year's promises to be even better! For a start, it's running over four days instead of last year's two, as well as being held at the Makuhari Messe in Japan, which is double the size of last year's venue. Namco are planning to unveil both *Soul Edge* and *Rage Racer* there, two games which could be absolutely massive for the company, while Square are likely to make a big deal out of *Final Fantasy VII*. We're also expecting a first real look at *Biohazard 2* (*Resident Evil 2*) from Capcom, and possibly even a version of *Street Fighter Gaiden* (*Street Fighter 3D*). Of course, CVG is going to be there and we'll be reporting on everything in next month's issue.

E3: TOKYO

1-4 November
(Makuhari Messe Centre, Tokyo)

Following the success of the Los Angeles E3 in April, the Electronic Entertainment Expo is making a second appearance, this time in Tokyo. Nintendo aren't going to be there (they're saving their stuff for Shoshinkai), so there's more room for the other big players. Sega aren't supposed to be planning anything grand, but other developers (Capcom, for instance) will be showing their Saturn stuff. Of course, with the PlayStation Expo in the same arena, there'll be plenty of PS conferences. And hopefully M2 stuff too!



Resident Evil 2: if you went mad for the first game, wait until you play this!

KEY: **Red** It's hot, so buy it! **Blue** Avoid like the plague!

GAME NAME	COMPANY	FORMAT
1 November	•	•
Area 51	GT Interactive	Saturn
Clandestiny	EA	PC CD-ROM
Comanche 3	EA	PC CD-ROM
FIFA '97	EA	Saturn
NHL '97	EA	PlayStation
Penny Racers	Takara	PlayStation
PGA Tour Golf '97	EA	Saturn/PlayStation
Sampras Extreme Tennis	Codemasters	Saturn
Syndicate Wars	EA	PlayStation
2 November	•	•
Command & Conquer: Red Alert	Virgin	PC CD-ROM
5 November	•	•
NBA Jam Extreme	Acclaim	Saturn/PlayStation
Sonic 3D	Sega	Mega Drive
7 November	•	•
Amok	Sega	Saturn
Diablo	Zablac	PC CD-ROM
Fighting Vipers	Sega	Saturn
8 November	•	•
Crash Bandicoot	Sony	PlayStation
Crimewave	Eidos	Saturn
International Superstar Soccer Deluxe	Konami	Mega Drive
Pitball	Warner Interactive	PlayStation
Player Manager 2	Virgin	PlayStation
Privateer: The Darkening	EA	PC CD-ROM
Reloaded	Gremlin	PlayStatio
SkyNet's Revenge	Virgin	PC CD-ROM
Soviet Strike	EA	PlayStation
Supersonic Racers	Mindscape	PlayStation

GAME NAME	COMPANY	FORMAT
Transport Tycoon	Microprose	PlayStation
WWF: In Your House	Acclaim	Saturn/PlayStation
11 November	•	•
Jet Fighter 3	Eidos	PC CD-ROM
Micro Machines Military	Codemasters	Mega Drive
13 November	•	•
Blast Chamber	Activision	Saturn/PlayStation
Interstate '76	Activision	PC CD-ROM
14 November	•	•
Daytona USA: Circuit Edition	Sega	Saturn
Daytona USA	Sega PC	PC CD-ROM
16 November	•	•
Batman Forever: The Arcade Game	Acclaim	Saturn/PlayStation
Die Hard Trilogy	EA	PlayStation
Exhumed	BMG Interactive	PlayStation
Pandemonium	BMG Interactive	Saturn/PlayStation
Risk	Hasbro	PC CD-ROM
Screamer: White Label	Virgin	PC CD-ROM
Space Jam	Acclaim	Saturn/PlayStation
Street Racer	Ubi-Soft	Saturn/PlayStation
Street Fighter Alpha 2	Virgin	Saturn/PlayStation
18 November	•	•
Micro Machines 3	Codemasters	PlayStation
21 November	•	•
Virtua Cop 2	Sega	Saturn
22 November	•	•
Battleships	Hasbro	PC CD-ROM
Dawn of Darkness	Ocean	PC CD-ROM
Destruction Derby 2	Sony	PlayStation
Evolution	Ocean	PC CD-ROM
FIFA '97	EA	PlayStation/MD/SNES/PC
Offensive	Ocean	Saturn/PlayStation
Star Gladiator	Virgin	PlayStation
Screamer 2	Virgin	PC CD-ROM
Super EF2000	Ocean	PC CD-ROM
Toonstruck	Virgin	PC CD-ROM
25 November	•	•
Tomb Raider	Eidos	PC CD-ROM
28 November	•	•
Virtual On	Sega	Saturn
Virtua Fighter	Sega	Mega Drive
29 November	•	•
Adidas Power Soccer	Psygnosis	Saturn
Crow: City of Angels	Acclaim	Saturn/PlayStation
Dreadnought	Ocean	PC CD-ROM
Krazy Ivan	Psygnosis	Saturn
Micro Machines 3	Codemasters	Saturn
Project Overkill	Konami	Saturn/PlayStation
Tomb Raider	Eidos	PlayStation
X2	Ocean	Saturn/PlayStation
Bubsy 3D	Warner Interactive	PlayStation
Destruction Derby 2	Psygnosis	PC CD-ROM
Star Control 3	Warner Interactive	PC CD-ROM
Star Trek Generations	Microprose	PC CD-ROM
X-Wing Vs TIE Fighter	Virgin	PC-ROM
4 December	•	•
Mortal Kombat 1&2	Acclaim	Saturn/PlayStation
5 December	•	•
Panzer Dragoon	Sega PC	PC CD-ROM
6 December	•	•
Crusader: No Remorse	EA	Saturn/PlayStation
Die Hard Trilogy	EA	Saturn
Duke Nukem 3D	GT Interactive	Saturn/PlayStation
Disruptor	Interplay	PlayStation
Ecstatica	Psygnosis	PlayStation
NBA Hangtime	GT Interactive	Saturn/PlayStation
Mortal Kombat Trilogy	GT Interactive	PlayStation
Ninja	Eidos	Saturn/PlayStation
Tempest 2000	Interplay	PlayStation
Tempest X	Interplay	Saturn
Victory Boxing	Virgin	PlayStation



Virtua Cop 2: more gun action on Saturn!



Star Gladiator: Capcom's 3D fighting explosion!



WINNERS OF October's competitions.

FORMULA 1



We asked you send in a photo of the shoddiest jalopy you could find, and Mr Paul Myers met our request with a picture of this disgraceful ice-cream van parked in someone's back yard. Excellent – have a free copy of *Formula 1* for the PlayStation sir!

SYNDICATE WARS

Dolphus Lunius from Cell 25, Upper Hill Psychiatric Hospital (otherwise known as Michael Lightfoot from York) wrote us a particularly menacing letter, claiming that hurting people is only his third favourite hobby and he didn't want to scoop our eyes out much. Have a copy of Syndicate Wars and leave us alone. Please.

WORLDWIDE SOCCER

Neil Ritchie from Perth wrote to tell us his greatest achievement in life. It was buying a pair of Y-Fronts. He then went on the describe what he does when he's wearing them, and sent it all in on paper covered in margarine. What an achievement! Take your free copy of *Worldwide Soccer* for the Saturn and go back to your ward.



As always, thanks go to our good pals Douggie and Daz at HMV HQ and everyone at the companies who supplied the prizes for us to give away. Also, special no-thanks go to HMV's Doug this month for continually thrashing Ed as Zangief at *Street Fighter Alpha 2*. We're also very sorry if there are changes made to these release dates, but it's not our fault. We do our best.



SUBSCRIPTIONS



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Such are the demands of making CVG the greatest gaming magazine every month, that even the incredible extro powers of the CVG team are often not enough for the job. Fortunate then, that all our tasks are overseen by a greater sentient being – The Publisher! Once upon a time he was known as Harry Attrill, at least that was the name of the host body which The Publisher possessed to perform his dread duties. And his duties are simple – *to drain this puny planet of all its potatoes!* Potato is a vital life source on planet Bort, the homeworld of the publishers. But Bort is dying and its potato supply has run dry. So they have turned their attention to Earth. Or more precisely, Earth's rich potato seam, deep beneath the surface. However, they need Earthling slaves to mine the spuds– and that's where CVG comes in. Servitor Attrill has commanded us to create this 'magazine'. While you blissfully enjoy its contents, the hypnotic ink is seeping into your bodies, telling your brain one thing... "dig, dig for potatoes". Soon all you pathetic monkey-descendants will be working in the potato mines of The Publishers! And we will be rewarded with our own moonbase. Ha. Haha. Mwa-ha-ha-haaaaa!

COME TO THE ALL-NEW CVG HOLIDAY MINES, DEEP BELOW THE EARTH'S CRUST!

Anyway, enough boasting. On with what Harry has told us to say. "That's right, readstrels. Enjoy the holiday of a lifetime. A lifetime in a maze of glorious catacombs, lit only by the enlarged eyes of your fellow man-rats, mutated by continual exposure to our lethal control-rays. Join our chain-gang and wear the club manacles! Enjoy pushing such exciting rides as The Potato Mine Train! Have your photo taken with a cruel Publisher overlord! PLUS, eat as much mash and chips as you want – so we can store the vegetable in your stomach for shipment back to Bort! All you have to do to become a potato-filled pupae, is subscribe to CVG. We'll give you 12 issues for the price of 10 (increased dosage, you see!), plus we'll get your copies to you before they hit the shelves (so they can't be intercepted by the Pentagon). Hurry though, because we neeeed poh-taaah-toooos, gurgle."

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BACK ISSUES!





AUGUST '96 # 177

Resident Evil maps and guide, *Formula 1* Coming Soon, *Fade to Black* review, *Street Fighter Alpha 2* secret character cheats, *Track and Field* hidden features, *Virtua Cop 2* coming soon, and *Cheesy!*



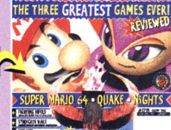
SEPT '96 # 178

The 3 greatest games ever! *Mario 64*, *NiGHTS* review, *Quake* review and feature, *Virtua Fighter 3* report, *Pilot Wings 64*, Capcom interview, *Soul Edge* moves list, *Quake* tips, *Track and Field* tips.



OCT '96 # 179

Complete *NiGHTS* players guide, *King of Fighters '96* moves list, every *Virtua Fighter Kids* move and cheat, *Street Fighter 3* technology revealed, *Mortal Kombat Trilogy* on PlayStation.

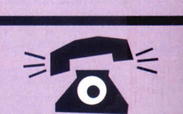


NOV '96 # 180

FREE: *Tekken 2* and *Fighting Vipers* double-sided poster! First *Virtua Fighter 3* moves list, *Die Hard Arcade* moves, *Mortal Kombat Trilogy* on N64, *Crash Bandicoot* review, *Tokyo Game Show* special report.

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computer and video games

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RAGE RACER
VIRTUAL ON
DONKEY KONG COUNTRY 3
RESIDENT EVIL 2
SOUL EDGE

NEXT MONTH

© Namco

ISSUE No. 182 OUT ON DECEMBER 11TH

**Dear CVG stockist,
Please lock away a copy of Computer and Video Games in your dungeon until I come to collect it, because I'd cry if I missed an issue.
Thank you loads.**

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This year once again saw the greatest in arcade shows, with the 34th Amusement Machine Show. At the Makuhari Messe centre the world's gaming elite gathered to display their latest arcade games to the world.

JAMMA

The 34th AMUSEMENT MACHINE SHOW
DATE: September 12th-14th
VENUE: Makuhari Messe Centre, Tokyo, Japan

THE REAL FUTURE!

If what you've been used to seems like the limit of gaming achievement, prepare to be blasted away by the real power of the arcade: Every major arcade manufacturer has embarked on a battle for arcade supremacy by secretly developing it's own state-of-the-art high-technology hardware! The full force of JAMMA '96 is the like of which you have never seen before! With power to torch your Playstation, Saturn or N64 to ashes these games aren't likely for conversion any time soon. So standby for action as the super-game systems of the future battle for the accolade of Ultimate Next Generation Game! Lets look at the competition:

KONAMI
Hardware: Cobra
Game: GTI Club, PF573 Project
As well as the brilliant *GTI Club*, Konami had a pre-demo version of a 3D fighting game, with graphical power at least equal to Sega's Model 3 board.

SEGA
Hardware: Model 3
Game: Virtua Fighter 3, Virtua On 2?
Still the best game around. The final version in all it's magnificance was certainly the focal point of the show – a clear demonstration of the future of arcade gaming.

NAMCO
Hardware: TOP-SECRET
Game: Tekken 3?
To everyone's surprise *Tekken 3* wasn't unveiled at the show, so we can't reveal much but we'll all betting that Tekken 3 will be the first game on it!

CAPCOM
Hardware: CP-SYSTEM 3
Game: Red-Earth, Street Fighter 3
Proving sprite technology can advance just as much as 3D polygons, Capcom finally showed the future of fighting games with the amazing *Red-Earth.*

TAITO
Hardware: TOP-SECRET
Game: G-Darius
Taito were also showing a demo of their first game to unleash the power of their new board. The next in the series of the incredible *Darius* series is now in 3D!

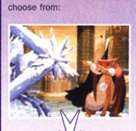
SNK
Hardware: TOP-SECRET
Game: TOP-SECRET
Imagine how the some of SNK's best fighting games of all time would look if they had even more power to run them! Well SNK's new board is coming soon!

CAPCOM



JAMMA proved to be the first real opportunity to savour a near complete version of *Red Earth* – the Western version of *War-Zard* which we featured in issue #179. Significant because it is Capcom's first title powered by the new CP-System III technology, we now have a better idea of the plot details, and all-important play mechanics. This game is still unfinished, so there may still be changes. However it is shaping up to be MONSTER exciting!!!

CHARACTERS
In either game mode there are four player characters to choose from:

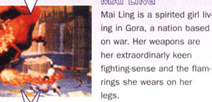


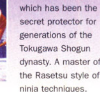
TESSA
A beautiful young witch seeking to create a modern science of Super-Magic by blending ancient and modern magic techniques! Her weapon is forged from the magic of her own creation!

MAI LING
Mai Ling is a spirited girl living in Gora, a nation based on war. Her weapons are her extraordinarily keen fighting-sense and the flamrings she wears on her legs.



LEO
A half man, half lion warrior, armed with only a sword and shield who sets out alone for the mysterious empire in order to win back his stolen human form and the liberation of his country.





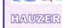
KENJI
The head of the Ramon clan of assassins, which has been the secret protector for generations of the Tokugawa Shogun dynasty. A master of the Rasetsu style of ninja techniques.

MONSTERS
In the scenaria mode there are eight deadly monsters to defeat. At the start of each stage a world map is shown. The world is divided into several regions, each under the power of one of these terrible monsters. At first, all the regions are red. As you defeat each monster it's region changes to grey. Unfortunately not all the details regarding the monsters have been revealed.

KONGOU
[Zipang Stage – a burning village near a Volcano]
A Demon-Troll with huge spiked club. Has an amazing attack where his hair stretchs out and stabs you.

LAVIA
[Gora Stage – set high in the mountains]
The Harpy. Uses her wings to fly around the screen and shoot deadly feathers at you.





HAUZER
[Savalia Stage – based on ancient Greece]
A huge T-Rex with tiny wings, bird feet and ram's horns. Tends to leap in the air and crush you or charge with it's horns.

GIGI
[Crypt Stage - based on an ancient Aztec temple]
The Stone Idol. Has four arms each with a massive sword the size of your body which all swing around like helicopter blades!



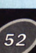
HYDRON
[Icelarn Stage – set in the arctic snowlands]
The Nautilus. Can smash his tentacles down through the ice and then smash them back up again right underneath you.

RAVANGE
[Sangypt Stage - based on ancient Egypt]
The Sphynx. With it's four animal heads (Dragon, Ram, Lion and Falcon) and snake tail its range of attacks is stunning!



Darminor Stage: UNKNOWN!

Varuda Stage: UNKNOWN!



X-MEN VS. STREET FIGHTER

You only have to look at the name to know this game offers more action than you ever thought possible! Boasting superlative game play and graphics that must be pushing CP-System II to the limit, *X-MEN vs Street Fighter* became one of the most popular games of the show – you really had to wait a long time to get a game. Most people agreed that CAPCOM had got the balance right between the mutant X-MEN and the more human Street Fighters. Graphically, everyone was stunned that they'd been able to squeeze a game as great as this out of the CP-System II.






THE DREAM QUIZ OF SEVEN COLOURS

An interesting new love quiz game, in which you are trying to collect seven shards of a crystal that are scattered around a small town. To retrieve them you must romance the seven young women who have become one with the crystal shards. The game system is based around a roulette wheel where you must use good timing to stop the ball on the square you want. Depending on the square, the course you take through the story changes. There are various problems to solve, and a variety of courses to take.





STREET FIGHTER EX

Also on display at Capcom's stand was the much anticipated 3D polygon variaton on the *Street Fighter* theme. This game is being developed by a team called Arika, whose interview provides the main feature in FreePlay this issue. First impressions were slightly unsure because graphically it's still quite basic compared to other 3D games available. However, all those who played it agreed that the game-play was something quite special and indeed seeing your favourite 2D *Street Fighter* characters fighting in 3D is an amazing experience!

The control method remains faithful to the *SF* series: eight-direction joystick, plus six buttons. As you can see from the profiles, all the popular moves have been retained and – from what we can tell – are performed exactly the same as before. There are, however, some intriguing original features. Bear in mind that members of the Arika team created *Street Fighter 2*. So what's okay with them is fine with us! While no details are available on the kind of hardware being used to support the game, the results are nonetheless spectacular. It is genuinely exciting to see *Street Fighter* favourites Ryu, Ken, Chun Li, and Zangief presented in this new way.

NEW FEATURES

Guard Break
To increase the excitement of each round there is now a Guard Break technique, which momentarily demolishes an opponent's defense for the price of one block on the Super Combo Gauge.

Super Combo Secret...!!!
A new feature is promised which makes use of the Super Combo Gauge. So, alongside the regular Super Combos, expect something unique to *Street Fighter EX* when the game is completed!

CHARACTER PROFILES

RYU
The fighting expert who still aims for the top.
"I'll stake everything on my fists!"
Special Attacks: Dragon Punch, Fireball, Hurricne Kick
Super Combos: Super Fireball, Super Hurricane Kick



CHUN LI
The INTERPOL Drug Investigation Agent.
"These legs won't be silent!"
Special Attacks: Lightning Kick, Spinning Bird Kick
Super Combos: Thousand Burst Kick, Super Kikoken



HOKUTO
Uses Kobujutsu that is descended from the bloodline of the Bushin style.
"I will scatter you like the cherry blossom!"
Special Attacks: Chugekiho, Shinshogeki, Shinkyakugeki
Super Combos: Kileneki

SKULLOMANIA
The superhuman fighting-mania hero.
"I'm the defender of world justice!"
Special Attacks: Skull Crusher, Skull Slider, Skull Dive, Skull Tokachef
Super Combos: Skull Dream, Skull Paradise



KEN
Ryu's eternal rival.
"I'll show you my true potential!"
Special Attacks: Dragon Punch, Fireball, Hurricane Kick
Super Combos: Dragon Smash, Divine Dragon Punch




ZANGIEF
The strongest wrestler in Russia.
"The Red Cyclone is Indestructable!"
Special Attacks: Spinning Pile Driver, Double Lariat, Siberian Suplex
Super Combos: Final Atomic Buster





DOCTRINE DARK
A proffessional killer from a special assassination squad.
"If you don't to die, don't fight with me!"
Special Attacks: Kill Blade, Dark Wire, EXPLOSIVE
Super Combos: Kill Trump, Dark Shackle



PULLUM PURNA
An Arabian multi-millionaire's granddaughter.
"Challenging me to a fight is 1000 years too soon!"
Special Attacks: Pullim Kick, Tunel Kick
Super Combos: Puraeku Rarm, Lesual Karna



The new chara select screen. And other all-new presentation. Looking good.



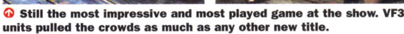



SEGA



Although there were obviously several long rows of these units set up at the Sega area they also had the units scattered around the entire hall so as you walked around you just kept bumping into *Virtua Fighter 3*! There were long crowds around the main projector showing the opening movie.






Still the most impressive and most played game at the show. VF3 units pulled the crowds as much as any other new title.

SEGA Touring Car Championship

© Sega. © Konami 1996

Choose your favorite car from the four full production cars available and race them on original circuits with "new dynamic realism"! The new specially arranged BGM music "Dead Heat" was composed by AVEX TRAX (one of the coolest dance music labels in Japan at the moment) with a variety of other characteristic club musicians. All the engine sounds are faithfully reproduced with state-of-the-art sampling from real cars.

There are four production cars for selection, with either automatic transmission (AT) or manual transmission (MT): an Alfa Romeo 155 V6TI; AMG Mercedes C-Class; Opel Calibra V6, or Toyota Supra. There's the standard "view-change" button, adjusting the player perspective of the race.

Like the classic *Super Monaco GP* from Sega players first enter a qualifying race, and it's here that other players (up to a maximum of eight) may also enter and try to qualify. After qualifying and being allocated a starting grid position it's off to Round One. After the race players get to see the race records and overall ranking.

Sega's main game after *VF3* saw itself getting alot of attention, boasting graphics superior to Sega Rally and an all-new sound system. It was tough getting a ride as the Business Men in attendance didn't want to get off once they started playing! The early conclusion being that the experience is very realistic.








WAVE RUNNER

Working with Yamaha, Sega have developed a super realistic jetski game. They wanted to get it perfect so they choose the standard riding version (as opposed to Namco's standing version). Due to their close cooperation with Yamaha the feedback of wave bounces and landing in the water after going over a ramp is really powerful. You really feel like you're on the ocean.




Wave Runner is sponsored by Yamaha.

SUPER GIANT SLALOM

This game came as a complete surprise and everybody was amazed at how good Sega's first attempt was. Obviously competing with Namco's *Alpine Racer 2* there are many similarities however until we have further details the jury will have to wait.

KONAMI



GTI CLUB

Konami's new race game is set in a beautiful resort area located in the South of France. Eight rally cars compete in each race with up to four of them controllable by the players, with the others driven by the CPU. There are several unique game features: Side Break Quick Turn – a technical rally term referring to a manoeuvre used with these small FF (Front Engine, Front Drive) sports cars. The use of which gives *GTI Club* a new kind of driving feel. A 'Free Course Map' reffers to where, at each and every city street crossroads, you can freely choose any course across them. Weaving between the other vehicles, cutting across the traffic (one picture sees you cutting up a huge bus), you can even go the wrong way down the road! Basically you have total freedom! *GTI Club* appears to have redefined the car racing game for years to come!

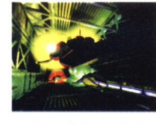
There were always massive crowds around this game. Even those not playing could enjoy the game as it's so open and free that the players always seem to take totally unexpected routes. Certainly, the big hit of the show for CVG!





SOLAR ASSAULT GRADIUS

For all of Konami's fans who've been dreaming about the latest version of the *Gradius* Series the wait is over. We're unable to go into great detail at the moment but in general the game is a behind view 3D shooting game. The scale is big with huge 3D objects being moved around the screen. There's a power-up gauge and collectable capsules to power it up. Along with the ever popular "Vic Viper" (armed with missile and laser) is the equally famous "Lord British" (armed with spread bomb and cyclone laser).





WINDING HEAT

Lately it's become trendy in race games to have a variety of road surfaces, which means you have to choose the most appropriate car and tune it up to match the conditions. Konami have combined all these elements to make the ultimate racing game: *Winding Heat*! With 14 cars to choose from, and a variety of tune up options there are plenty of variations to keep bringing you back again and again. There are three course difficulty settings, from High Speed to Technical. Drive against competitors or compete in the Time Attack. The link cable allows up to four people to play at one time. With a huge variety of features such as rear-view mirror, selectable viewpoint, car configuration (Grip, Accel, Max Speed etc) this has to be the most comprehensive racing game yet.





View from inside and out of the car.

NAMCO



Released last year, *Tokyo Wars* has undergone some improvements and now it's back again. The major differences in this new version are that it's become four-player so you can have team battles, and secondly the control handle has recoil built into it. To refresh your memory, each player can choose either the Green Army or the White Army, then either compete or cooperate with each other to win the game. Each army is composed of between 12 to 30 tanks, who all fight against the other until all tanks of either army are destroyed, or time runs out









Bay Area – a container yard on the Tokyo Bay, small and simple, suitable for learning how to drive the tank!



DownTown – the complexity of Tokyo metropolis with it's wide and narrow streets, elevated railways, skyscrapers, roadside trees and signs.



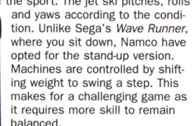


ALPINE RACER 2

Sequel to last years massive hit. This time there are two new features. Firsty, via the comunication cable, there is a two player mode. In Race Mode, players chase each other down the slopes with the CPU balancing speed to keep things competitive. In Time Trial Mode, players race at the same time and the difference of the player's skill is reflected as it is. Secondly, there are two new courses: High Speed Course (Novice & Intermediate) where skiers speed down the route designed as an extension of the usual ski slope (also suitable for two players). The Technical Course (Expert) where skiers enter dynamic challenges such as races along the edge of a precipice, a mountain road, or city street where people cannot usually ski – a very difficult landform that expert players can really enjoy! Best for one player but two players are possible. **At the show *Alpine Racer 2* was only 40% complete**, so expect some big improvements in the graphics and gameplay before it's released.

AQUA JET

Unlike the Nintendo/ Kawasaki and the Sega/ Yamaha partnerships Namco have seemingly gone it alone as there appears to be no sponsorship involved. Nevertheless they have managed to capture all the realism of the sport. The jet ski pitches, rolls and yaws according to the condition. Unlike Sega's *Wave Runner*, where you sit down, Namco have opted for the stand-up version. Machines are controlled by shifting weight to swing a step. This makes for a challenging game as it requires more skill to remain balanced.











DANCING EYES

A completely new type of puzzle game. Basically, you control a monkey which climbs around a woman removing the outer layer of her clothing to reveal what she's wearing underneath! To remove the panels you first place a marker at one corner of any panel, then trace a line around the edges of as many panels as you wish before finally returning to the original marker. At this point all the panels enclosed within your line are removed from the outer layer exposing the person inside. Also moving around the outer layer are an ever-increasing number of enemies, who you must avoid at all costs! Of course there are various tactics involved especially in the use of the various items which appear. These items all have different effects such as Speed-Up, Paralyze Enemy, etc.





It's not always women – there's also a man and a cow. And not always clothes – there's a barrel and milk bottle.

ATLUS

ULTIMATE DOMAIN

Ultimate Domain uses SEGA's Model 2 board to create a high quality 3D polygon fighting game. The game has eight characters of which three are women. Although it uses the traditional one lever and three buttons ATLUS say it doesn't necessarily mean that the combat system is going to be simple, so look out for the possibility of some interesting derivatives on the traditional Virtua Fighter style game. The JAC (Japan Action Club) participated in the motion capture stage of this project to create a large number of very flash looking techniques. One of most important aspects of this game is the SOL-POWER feature where characters can utilise the sun's solar power to charge up super sure killing techniques. Each character has a special power depicted by a 2nd gauge underneath the life gauge. *Ultimate Domain* shows promise of being a really original game.





PRINCESS CLUB: BIG OPERATION





A diagonally scrolling action game. The three characters are Kurara, Kirara and Grey. Although there's plenty of fighting, the story is a comical fantasy and the characters are super cute. This game also is scheduled for a Saturn release, but don't pass up the arcade version. Such super smooth animation and the amazing special effects are unlikely to survive the conversion without a drop in quality.

SNK

Proving once again that they have plenty of good ideas up their sleeves SNK had a number of attractions at their booth. The MFX2000 is a simulator ride seating six people with a huge 72-inch screen – a great experience! SNK also had a curious game which involves you moving a metal bar around a course. All the edges to the course are electrified, so if you touch the side a buzzer rings, sparks fly and smoke bellows out. Finally, SNK's new cabinet design now contains a video camera and TV screen! It's connected directly to your opponents cabinet so that you can see each other while you're playing. Great fun when you're with a friend because you l pull stupid faces when you beat them! Also on show was their football game, *Ultimate 11*.



This strange wire contraption is very difficult to master!



Witness these incredible new Sure Killing Techniques that have characterised the series from the beginning!



As far as sprite based games go, *Samurai Spirits* is among the most OTT there is.

TAITO

PUZZLE BOBBLE 3





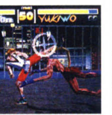
Puzzle Bobble is back! Choose from eight unique characters and battle against a friend or the computer over a massive range of bubble layout variations (30 stages/560 rounds)! There are several exciting and fantastic new features: New Technique: Deflect from the ceiling as well as the sides New Item: the Rainbow Bubble – burst a bubble next to the Rainbow Bubble and it changes to the colour of the burst bubble. New Feature: Puzzle Mode, where some kind of bubble puzzle slowly advances down the screen. Brilliant!

FIGHTERS' IMPACT

The game play in *Fighter's Impact* is pretty straightforward. There's one lever and three buttons – Shift, Punch and Kick – but Taito added a whole range of special features to make it rather unique: 1. Latest motion capture technology for added realism. 2. All eight characters have three choices of fighting style (except Yukiwo who has only one) 3: Build your own original combo, where certain attacks in the right sequence creates an amazing combo! 4. The Shift buttton allows for a number of special evasive manoeuvers with the lever. Worth investigating.







SIDE BY SIDE





A race game in which TAITO go for realism – not just in handling, but looks as well. All eight cars in *SIDE BY SIDE* are based on marketed cars, two cars from each of four manufacturers - Toyota, Nissan, Honda and Mazda. The performance of each car reflects that of the real car so some are quicker than others, depending on the course you choose. Each course represents one of the four seasons: SPRING – a high speed course suitable for beginners, in which cherry blossoms lining the road. SUMMER – a slightly more challenging course perfect for intermediate drivers, set next to the seashore. AUTUMN – you'll need to have mastered professional skidding to handle the narrow roads and a series of tricky corners which characterise this leafy forest. WINTER – for super-experts, requiring a whole range of new driving skills in the snow. The four-player option is fun.

Only experts will be able to handle the cars in the icy WINTER course.

SAMURAI SHOWDOWN IV

Not much info on this yet as it's still under development. It's the next sequel to the hugely popular Samurai Showdown series. This time there are 12 characters from Samurai Showdown 3, another three characters from even older versions of Samurai Showdown, and two completely new characters making a total of 17 player characters! Both the effectiveness of the weapon and level setting are selectable so both beginners and experts can enjoy playing it. More on this soon.

KIZUNA ENCOUNTER: SUPER TAG BATTLE

Sequel to '95s *Kizuna Encounter*, this time with an all new game system: One player can choose two characters (the tag system). On a normal MVS only one player can control at a time, but on the Special MVS version you can have 1P+1P VS 2P+2P and 2 players only have to put in one credit! Some of the other combinations are 1P+1P VS 2P, 1P+1P VS COM etc. The control system uses one lever and 4 buttons: Punch, Kick, Weapon, and Tag. Tagging is fairly simple: So long as you are in your tag area then when both characters touch they can tag to change places. Where there are two players in team the waiting character isn't left idle. While tapping on the button he can increase his health by restoring your life gauge. However, the more times you tag the effectiveness becomes less and less. There is also an emergency tag, operated by the waiting character if three conditions are met: 1. Your partner's bar is almost empty 2. your opponent's bar is over half full, and 3. your partner is in your tag zone. Probably the best 'tag' game available.







TECMO

DEAD OR ALIVE

At the show it still wasn't quite finished as Tecmo were still in the final stages of fine tuning, however, at the Tecmo Game Live show (see main news section) they unveiled the final version. Japanese dedicated Arcade magazine Gamest has been avidly following this fighting game for the past few months, so expect the final result to be fairly awesome. Tecmo also had their 3D polygon horse racing game – *Gallop Racer*.









SUN SOFT

WAKU WAKU 7

Waku Waku is a Japanese word which describes the feeling of your heart beating fast because of excitement. Each time you clear a stage you get a special Waku Waku Ball which is then added to your Waku Waku gauge. You can collect up to a maximum of 7 balls. These are used to activate four features: Utilise a character's unique attack technique, break down an opponent's guard, power-up a sure killing technique or enter Super Mode. All characters have a wonderful collection of special attacks and 'deformed' animation patterns. It's big, bright and colourful with excellent animation in the true tradition of a CAPCOM production.









This one-on-one fighting game is very similar to Capcom's Vampire/ Darkstalkers series in style – outlandish fantasy characters and superb animation.

HUDSON

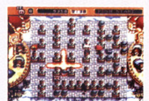
NEO BOMBERMAN

At last he's back in the arcade! There are two modes. In the Normal Mode everything you could imagine from the Saturn version is there, but the scale is much bigger with even more in-depth game play. There are ten types of vehicles which are spawned from defeated enemies. Also, if you rescue your companions who are trapped in a cell, they can fight along side you. When all have been helped to safety you win! This time all the enemies have artifical intelligence to refine and improve their fighting strategies depending on your tactics and skill. This is done to make your life more difficult as their increasing smartness will be a source of great annoyance. In total there are five stages to be completed. All your favorite characters are here with their real voices taken from J-TV.













JALECO

SECOND EARTH GRATIA

Proving that there's still life in this genre of olden days Jaleco are fighting back with their latest offering, *Second Earth Gratia*! With incredible ships and background design they've generated a brilliant 3D effect to the game. By utilising the latest high quality 3D graphics technology they've tilted the typical horizontal scrolling game so that it's got true depth and perspective! This makes playing the game alot easier and much more fun – judging angles, distances, and the size of objects is much more intuitive, so your shooting is much more precise.

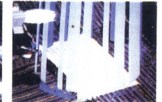




A decent shoot'em up still pulls in a fair amount of cash.

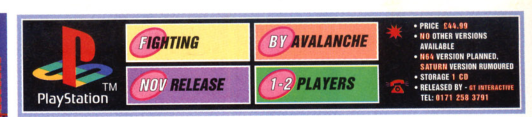






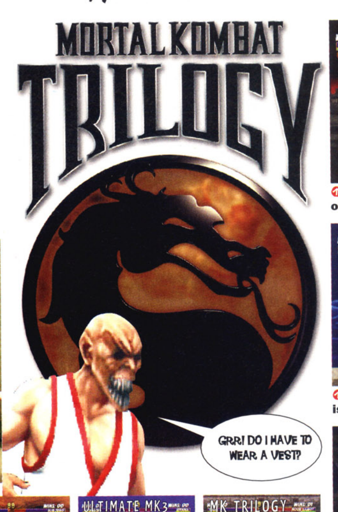
Sequences like these make it worth sticking in 50p just to see how it plays.





How can I be Goro? Is there such a thing as a Brutality? Who is Rain? Where's Baraka gone? Can I fight in the bottom of the pit? Thanks to *MKT*, you never need to bother us again!

The first *Mortal Kombat* game didn't do anything special in the arcades – it was only when the home versions were released that it really took off. *Mortal Kombat 2* was an even bigger success, leading on to *Mortal Kombat 3*, then an upgrade (*Ultimate MK3*). And now, for the home machines only – *Mortal Kombat Trilogy*: A collection of all the fighters from all of the games, as well as more new characters and moves to keep *Mortal* fanatics happy until the 3D *MK4* next year! Well, we're certainly happy with it...





MK1 Kano can still rip his opponent's heart out!



Goro looks worried as Sheeva is about to jump onto his head!



WINS: 00 SHAO KAHN 99 WINS: 00 KINTARO



Mortal Kombat Maths: Lesson 1. Give me the equation for _Mortal Kombat Trilogy_. NOW BOY!

BACK FROM THE DEAD!

While the main title screen may look impressive with its 32 characters, there are actually four more available at the start. By highlighting Rayden, Kano, Kung Lao or Jax you can transform them into an earlier version of themself! The original versions have all their old moves, as well as a few more.





MK1 Kano has this new knife twirling move!



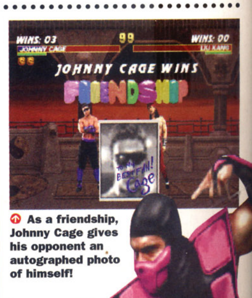
MK2 Jax can do air fireballs!



MK1 Rayden can do air torpedoes!



MK2 Kung Lao can do a torpedo move!



As a friendship, Johnny Cage gives his opponent an autographed photo of himself!

GIMME MORE!

Mortal Kombat Trilogy contains all of the characters from *Mortal Kombat 3*, as well as the new characters added for *Ultimate MK3* (and the three secret characters) , PLUS the four bosses from the *MK* games, PLUS Baraka and Rayden from *MK2*, PLUS new characters Rain and Noob Saibot, PLUS original versions of a few characters and at least one hidden fighter! That's 37 characters at the last count! Zoiks!

BARAKA

One of *MK2*'s most popular fighters is back with his blade hands. He can still chop people up or fire a spark at them, but he can now put his arms out and spin across the screen as well!





Caption in here. Caption in here.

CHAMELEON

To find out how to play as the hidden ninja, look at FreePlay now! He fades away every few seconds then re-appears as another ninja. He can do all of their moves before he disappears and turns into another ninja! Once you've learned all the moves for all the ninja fighters, you can play as Chameleon and really confuse your opponents!



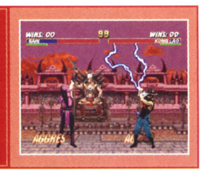
NOOB SAIBOT

The black shadow ninja was a secret opponent in *MKs 2* and *3*, but is now playable. He can send a double image of himself to throw his opponent into the air, teleport and throw someone, or use a fireball to stop other fighters blocking or attacking for a few seconds!



RAIN

Rain was a fake character in UMK3, appearing only in the intro, but is now a real fighter! He can summon lightning, catch and move opponents, and roundhouse kick them off one side of the screen, then back on the other side!



JOHNNY CAGE

Another of the characters dropped from *MK3* returns, this time with a completely new look. He's got his old fireballs, the shadow uppercut, shadow kick (plus a new red shadow kick), but has unfortunately lost the hilarious package check.



RAYDEN

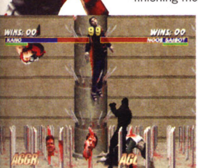
The thunder God from the first two games returns with his teleport, torpedo dive and lightning bolt. He can now fire his lightning backwards, off the screen, and back on behind his opponent!





NEW MOVES FOR OLD!

The original characters aren't just here as before, they've had a few alterations. Most of them have got new moves of some sort, and a few have got new finishing moves as well!



Kano can do a new rolling move. It sends him flying around the screen, bouncing off the walls and floor!



Scorpion's lost his multiple fighter Fatality, but has gained this new one. A giant flaming hand grabs them into the floor!



Sektor can fire a double missile to get a 2-hit combo.



Masked Sub Zero has now got a second Fatality – the ice spike!

THE BIG BAD BOSSES!

On top of all the old and new characters, the four boss characters from the *Mortal Kombat* games can be controlled! They are very different to the other fighters as they can't perform chain combos like everyone else, but each hit is really powerful. They also can't do finishing moves or have finishing moves performed on them unfortunately. They've also got a few new moves between them.



GORO

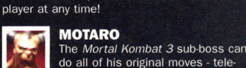
Putting an end to the question everyone's been asking for the last few years ("How do you be Goro?"), the Shokan Prince is now playable! He's got his classic fireball and chest pound moves, plus a new four-armed spinning attack!



KINTARO

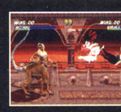
Mortal Kombat 2's boss can spit fireballs, jump up and down on people and grab then punch them across the screen. As with all of the boss characters, Kintaro can taunt the other player at any time!

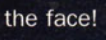




MOTARO

The *Mortal Kombat 3* sub-boss can do all of his original moves - teleport, throw fireballs, grab and punch, and generally be a pain in the face!



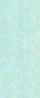




SHAO KAHN

The big boss himself can hit people on the head with a mallet he magically pulls from his underpants, charge into enemies, chuck fireballs, and perform a new grab and punch move, on top of another new throw!





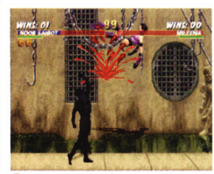






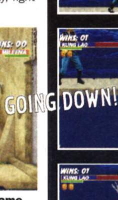
ARENAS OF DEATH!

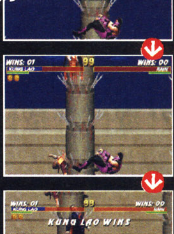
Mortal Kombat Trilogy contains backgrounds from all four of the previous *Mortal Kombat* games (*1, 2, 3,* and *Ultimate*). Some have been changed slightly - Shao Kahn now sits on the throne in the *MK1* Kung Fu arena instead of Shang Tsung - but the detail is mostly the same as in the arcade originals. "Pit" fatalities can be performed on all the original pit stages, except "The Pit II" (it would require lots of new animation for each character to put this back in). And if you can't be bothered to memorise everyone's pit fatality, fight on the original Pit stage and just uppercut someone to finish them!


The Dead Pool now requires a regular "Pit" Fatality to be able to knock people in...



But they still die in the same way as before – their skin melted off by the green acid! Excellent!





Smack... aaaaaah...splat!


Johnny Cage's Animality!


A see-through Chameleon!


Rain can now move Shang Tsung around the screen!



The Kombat Tomb's ceiling is just as spiky as ever. Uppercut people and stick them up there!


The Armoury background is just the same as it was in *Mortal Kombat 2.*

BRUTAL DELUXE!

As well as all the Fatalities, Friendships, Babalities, and Animalities, each fighter can do a Brutality – an incredibly long and complex combo which increases in speed until the victim finally explodes in a shower of limbs and guts! If you were having trouble learning Fatalities, you've got no chance with Brutalities!





CONTROLLED AGGRESSION!

Another big addition to *Mortal Kombat Trilogy* is the Aggressor bar. The more aggressively you play, the faster it builds up, and if you hit away at a blocking opponent, it fills up really quickly. Spell out the entire word, and the letters flash and shadow trails follow your fighter, making you far more powerful for a few seconds. It's a nice addition, and sorts out those annoying players who spend almost all their time blocking!


Special moves charge the bar extra quickly when blocked.


Throwing moves don't charge the bar much at all.


Once your bar is full, shadows follow you everywhere.


Aggressive special moves do loads of damage.

REVIEWER

I always get right into the *Mortal Kombat* games whenever a new one comes out, mostly because there's always to much to be found in them. *Mortal Kombat Trilogy*'s got loads of new characters, new moves, new combos, hidden features, and much more, making it one of the most packed-full fighting games ever. Of course, there's do doubt at all as to whether *Mortal Kombat* fans will like this – they'll absolutely adore it – but it's not likely to hook anyone who didn't care about *Ultimate MK3*. It's still got an excellent sense of humour, is fast, fun, and almost overflowing with features, but the fighting action just isn't as smooth and clever as *SF Alpha 2*. *Mortal Kombat Trilogy* is in fact a good example of the PlayStation's 2D sprite-handling capabilities which have been criticised in the past, handling some massive characters, storing up to four fighters in memory at once and changing them around with no loading times, as well as throwing tons of body parts and blood splats around the screen at once! You get a lot for your money with *Mortal Kombat Trilogy* – at least 37 characters, tons to learn and do, and a lot of fun. Think about it.

ED LOMAS

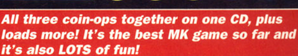




RATING



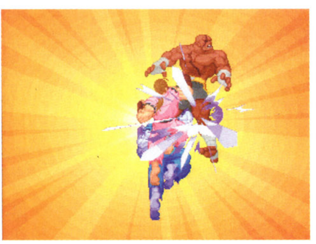




All three coin-ops together on one CD, plus loads more! It's the best MK game so far and it's also LOTS of fun!









Power made flesh! Behold the ultimate incarnation of Capcom's greatest series – from out of the arcade, into your home!!!



Zangief finishing Ryu off with an impressive Custom Combo explosion!

The *Street Fighter* series goes from strength to strength. Considering the quality of *Street Fighter 2*, you can only expect the quality of the *Alpha* series to be better, some five years on. The first *Alpha* rewrote the game engine of the series, giving a subtly different style of play to the games before it. *Alpha 2* uses an identical engine, but gives everything a massive overhaul – new characters; increased speed; more moves; an all-new combo system; and loads more, give even the most devout of *Street Fighter* fans a real challenge. Just a few months after the arcade release of this amazing game, we have almost arcade-perfect home versions! Wowzer!

CALLING ALL CHALLENGERS

The excellent arcade intro is featured in both versions, and sets the scene well, with some lovely artwork of the new characters.











NEW ALPHA FIGHTERS!

There are five new characters to *Street Fighter Alpha 2*: Zangief and Dhalsim from the *Street Fighter 2* series; Gen from the original *Street Fighter*; Rolento from *Final Fight*, and the completely original Sakura. While they may take a bit of getting used to, and they may have wildly varying styles, they fit in with the other *Street Fighter* characters perfectly.

ZANGIEF

Zangief's new, more cartoony style makes him look even more amazing than before! All of his old moves remain: Spinning Lariats; Flaming Fist (now a Dragon Punch motion), and, of course, the Spinning Piledriver! Because of his lack of speed and 'chaining' powers, people seem to neglect poor old 'Gief, though he is one of the most powerful characters in the game.





This Super Combo catches jumping enemies and tosses them onto the floor. It doesn't look very impressive, plus it's very hard to catch someone properly with it.



The Final Atomic Buster is performed the same as ever (720° degree spin, then punch). Still one of the most impressive and powerful moves in the game.



Zangief's Final Atomic Buster has got to be one of the best moves ever! Just try it at level 3!





DHALSIM

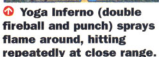
Dhalsim is much as he was in *Super SF2 Turbo*, only now you can choose whether to perform long or short hits at will: Holding backwards on the pad and pressing an attack button causes a close-range hit, which is essential when up close, as long attacks go straight past an opponent. He also uses the Yoga Flame, Yoga Fire, the vertical Yoga Flame, and Yoga Teleport (which can now be done in the air).











Yoga Inferno (double fireball and punch) sprays flame around, hitting repeatedly at close range.



This strange Super Throw catches opponents mid-air, and repeatedly slams them into the floor.

PLUS! EXTRA CHARACTERS!

As well as the 18 standard characters, there are another five variations of existing fighters. So far we've only discovered how to find them all in the Saturn version, but the PlayStation definitely has Shin-Gouki (Super Akuma). For all of the cheats to access these fighters, look at last issue's tips section.



The special version of Chun-Li is wearing her original costume and has a charging fireball, rather than a motion. That's the only difference!



Evil Ryu is an ultra-hard version of Ryu, with better juggling abilities, a new super dragon punch and a "fire-cracker" like Akuma!



SF2 Dhalsim has only his two original special moves, meaning that he can't do short distance attacks at long range, unlike the *Alpha 2* version.



The original *SF2* version of Zangief is extra-powerful, but can only perform the original two special moves – Spinning Piledriver, and Spinning Lariat.



Shin-Gouki (Super Akuma) is the hardest fighter in the game, with double air fireballs and very fast special moves.

NEW

SAKURA

Sakura is a big fan of Ryu, so most of her moves are based on his. Her fireball is charged up by repeatedly tapping the punch button at the end of the motion, making it bigger and more powerful while reducing the range. A Dragon Punch variant makes her dash forwards a long way, hitting repeatedly. Sakura's Hurricane Kick motion makes her hop forwards with a spinning kick (shouting what sounds like "Duke Nukem!").



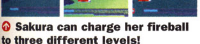


NEW

A double fireball and kick performs a Super Dragon Punch.

A double reverse fireball and kick does a low-hitting spinning kick.





Sakura can charge her fireball to three different levels!



Sakura's low Super Combo is difficult to block, as you can see!

GEN

NEW

Not many people will remember Gen from *Street Fighter*, but he's the typical Kung-Fu master. What makes him so different from the other *Street Fighters* is that he's got two fighting stances: Mantis style (fists) and Crane style (feet). Each has its own special attacks, Super Combos, and standard hits making Gen a very difficult character to master. He has an E.Honda-style multiple slap, a dashing punch, a rapid-hitting forward kick, and a wall leap attack, as well as some very strange "standard" hits.

MANTIS



A double fireball and punch causes this dashing hit which leaves Gen on the opposite side of his opponent.



This rapid punch leaves a timer above the opponent's head. If it reaches zero they become stunned!

CRANE



This jumping grab needs to be performed on jumping opponents, and makes a nasty sound as the enemy's back snaps!



A double reverse fireball and kick makes Gen leap off the wall with his feet blaring!





Switch between either stance with 3 buttons.



This rising kick can hit repeatedly in combos.

ROLENTO

NEW

The *Final Fight* boss is armed with a baton and grenades, as well as throwing knives. His moves include a baton-twirling attack which can be repeated three times in a row – a bit like Fei Long's attack in *SSF2*. A lot of Rolento's moves are like *SF2*'s Vega, with quick wall leaps and annoying rolls to get him out of trouble, making him a difficult opponent to hit. Overall, Rolento takes a bit of getting used to but is very effective in the end, especially to naturally defensive players.



A double fireball and kick calls one of Rolento's friends to lower a hook, while he strings his enemy up with a sharp wire!



This defensive Super Combo (double reverse fireball and punch) makes Rolento roll backwards while dropping grenades.

Rolento's baton is even used in one of his Alpha counters!



Pressing forwards and medium kick makes Rolento hop onto his pole to avoid low sweeps!



THE SURVIVOR SERIES!

Select any character, then fight your way through as many of the 18 other World Warriors as possible, using only one energy bar! After beating each of the fighters, energy is added to your single bar depending on how well you did in that fight, meaning that consistency is essential. Also the whole thing is timed, so Survival Mode becomes a time attack game! How quickly can you clear all 18 on level 8? At the moment, we've only seen this in the Saturn version, but there's a strong possibility that it's a hidden item for PlayStation owners.



Please select a character...





Win each fight as fast as possible to regain more energy.
Battle through all 18 fighters and beat your best time!

ILLUSTRATION MODE

The Saturn version of *SF Alpha 2* features a special Illustrations option which lets you look at a hundred pieces of *Street Fighter* artwork while a pleasant tune plays in the background. It's a nice option to have, even if isn't of any practical use.




Having a hundred pieces of high-quality artwork is a nice addition. We like the one on the left.



Gouki (Akuma) and Gen face off in Venice.

NEW MOVES FOR OLD FIGHTERS

As well as having all of the moves from the original *Alpha*, many of the characters have had new moves and other slight adjustments made to the way they play. For example, Adon's "D to UF+K" move has been changed to a Dragon Punch motion; Birdie's Super Combo is now a double fireball and punch rather than a 720 spin; Akuma's air fireballs drop at a very sharp angle and his golden fireball is a reverse motion; Chun-Li's fireballs don't need to be charged any more; Sodom's three different sai hits are now Fireball motions rather than Dragons; and Dan has been partly redrawn with loads of new animations.



SODOM can catch jumping opponents with a dragon punch motion and any kick, tossing them away without taking damage.



RYU performs a fake fireball by doing the usual motion and pressing Select (PS) or one of the shoulder buttons (Saturn).



KEN can dive onto the floor to confuse opponents. It can also be used to duck under fireballs.



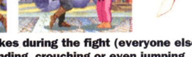
BIRDIE has a new slamming move which is a nice alternative to the chain grab.



DAN occasionally flashes white when he performs a Dragon Punch. We still don't know whether this has any effect on the game.



ROSE'S new Soul Spiral is a dashing multi-hit attack which is very useful at close range.

DAN may pose as many times as he likes during the fight (everyone else can only do it once). These can be done while standing, crouching or even jumping. He also has a Super Combo pose move which does nothing apart from confuse your opponent.

COOL COUNTERS!

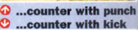
Alpha Counters are one of the major new features added to the *Street Fighter* series, enabling players to discourage jumping attacks by returning the force of the hit in an impressive fashion. In *Alpha 2* there's no problem trying to remember whether your character uses punch or kick to counter as everyone can perform both! This means that jumping attacks which hit early can be punch countered, while deep attacks can be kick countered, catching players just before they land.




Here's Sodom's new sliding counter attack.

Dhalsim's uppercut counter hits high.





...counter with punch
...counter with kick

Ryu blocks and counters Chun-Li, then...




Sakura's punch counter is like her dragon punch special.






CUSTOMISE YOUR COMBOS!

Another excellent addition to the *Alpha* series is Custom Combos. At any time, when your super bar is at level one or above, tap any two punches and a kick to initiate the combo. Your fighter 'powers up' and a time bar appears, which rapidly runs out. During this brief period, the recovery time is removed from every attack, meaning that you can string together impossible combos of standard attacks and special moves. Finishing someone with a Custom Combo (probably the only real reason for doing one) causes as massive blue explosion which is VERY impressive! While the combos seem useful, the attack damage is greatly reduced.


Power yourself up and the time bar appears...


...then start attacking! Starting with a fireball...

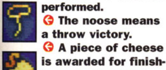
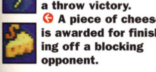

...followed by a spinning kick special...


...and a dragon punch to finish them off! BLAM!

THE TROPHY CABINET

Street Fighter Alpha introduced the novelty of different win symbols depending on the type of victory. *Street Fighter Alpha 2* takes this to the limit, adding loads of new symbols to indicate the type of victory, as well as a specific icon for each character's Custom Combo finish.



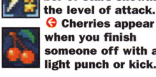
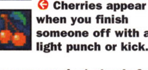



A P appears with a gold win symbol if you win with a perfect.

This special symbol appears when Akuma or Evil Ryu's "Firecracker" move is performed.

The noose means a throw victory.

A piece of cheese is awarded for finishing off a blocking opponent.

The V indicates a standard victory with a standard move.

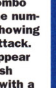
An S proves that you won with a special move.

A Super Combo finish, with the number of stars showing the level of attack.

Cherries appear when you finish someone off with a light punch or kick.

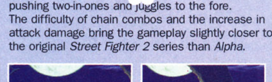
An A (or a Z in the Japanese version) stands for an Alpha (or Zero) Counter finish.

And here are all the Custom Combo finish symbols for everyone...





CHAIN REACTION!



In *Alpha 1*, a good player can be considered as someone who has mastered "chaining" hits together. Certain moves are easily linked in a sequence, making four or five-hit combos fairly commonplace. The chaining system is slightly different in *Alpha 2*, making it harder to link moves, pushing two-in-ones and juggles to the fore. The difficulty of chain combos and the increase in attack damage bring the gameplay slightly closer to the original *Street Fighter 2* series than *Alpha*.


Hard jump kick... light punch... hard punch... Soul Spiral! 6 hits!

WHAT'S BETTER...?

Don't write to tell us we're being biased, but we're going to let you know the minuscule differences between the Saturn and PlayStation versions of *Street Fighter Alpha 2*. Firstly, a warning: both versions are brilliant, and both are fantastic conversions of the arcade original. We're just going to tell you the differences in case you've got both machines and can't decide which version to get.

Firstly, the intro sequence on the PlayStation version is full-motion video of the arcade version, and is slightly grainy, while the Saturn has a real-time intro.

On the main menu the Saturn version has the Illustrations option, as well as Survival Mode. We don't yet know if these are in the PlayStation game.

The Saturn has slightly more frames of animation, most noticeably on the big characters like Zangief.

There is slightly more background animation on the Saturn.

The PlayStation's sound effects are considerably sharper and clearer than on the Saturn. Saturn's effects sound slightly muffled and fuzzy.

The arcade cheats to play as three hidden characters (Evil Ryu, original Zangief and original Dhalsim) only work on the Saturn. We don't yet know whether these are in the PlayStation version.

Loading times are a second or so quicker on the Saturn.

So there you have it – a list of completely anal facts which won't bother most people. But fans with a choice of versions will probably be slightly better off with the Saturn game. But that doesn't mean that the PlayStation version's anything less than amazing, alright?

COMMENT

Ever since the days of *Street Fighter 2* in the early nineties I have followed the series with great anticipation and high expectation for each new release, and i would say that alongside *Super Street Fighter Turbo, Alpha 2* is the best sequel yet to this ever-improving fighting game. *Alpha 2* refines the gameplay of its predecessor and adds to the elements which made *SF Alpha* special, with more counters, massive combos and even tighter gameplay. You can now even combine super and custom combos for awesome devastation. I really can't recommend this game any more highly. My only concerns, however, are the large 'designer' borders and the slightly slower gameplay compared to the Japanese version. But this doesn't really affect the gameplay, as it now has eight speed settings. Roll on *Alpha 3*, because I want Blanka, Guile, Retsou, Vega and Sheng Long etc, right this minute!!!

JAIME SMITH

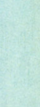
REVIEWER

Like many people, my first impression of *SF Alpha* was that it was a step back from *SSF2 Turbo*. Of course, after a bit of play I realised that it was in fact one of the best games ever. And *Street Fighter Alpha 2* is a lot better, immediately making it an all-time classic! While some may complain that 18 fighters is nowhere near as good as *Mortal Kombat Trilogy*'s 35+, each of the *Street Fighters* have more character than all the *Kombat* fighters put together. Each one varies greatly from the next, with months of learning in each, making it very good value for money. The graphics are definitely the best in any 2D fighting game, with awesome-looking fighters, excellent animation and beautifully detailed backdrops. The music is as catchy as ever, and the new tunes fit brilliantly, along with the other new features. While there are bound to be people who'll have written it off already as a waste of time and money, it's a fact that this is the best 2D fighting game ever, and an absolute all-time classic. It's also a fact that it's essential to own this game, even if you've already got the first.

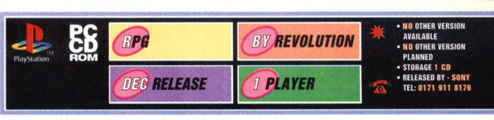
ED LOMAS



One of the best games ever. The best 2D combat game ever. Just get it, okay!







So you've split your sides to the juvenile japes in *Discworld*, but what else is there to calm the ravenous appetite of the adventure-hungry PlayStation gamer? Either fork out for a PC or, more reasonably, get stuck into the terrifically spooky...

BROKEN SWORD

Considering point-and-click adventures are more suited to the serious PC user, *Broken Sword* has made the transition onto the next generation console with apparent ease. Yeah, it's not as action-packed as *Quake* but this beast is infinitely more taxing. Crammed with puzzles which fry your brains, and graphics to rival a Disney movie, *Broken Sword* is a massive game that's split into eight individual acts – it's almost like an Agatha Christie thriller, but without the wrinkly old dear!







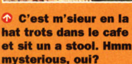
DANS LE BEGINNING

Typical. All George Stobbart wanted was a quiet weekend in Paris to sample the French fancies and what does he get? Blown to pieces, that's what! Enjoy delights of plastic explosives, just by hoping on the Eurostar Express and heading straight into the heart of Paris. Take in the sights of the capital's impressive landmarks like the Arch de Triumph and the Eiffel Tower, then settle down for the little surprise that's waiting for you.



C'est magnifique, la Eiffel Tower dans le centre et Paris! Ou 'est la onion seller?





C'est m'sieur en la hat trots dans le cafe et sit un a stool. Hmm, mysterious, oui?



Halt le clown c'est before ee escapes. Zut alors, what ze 'ell is 'appening?

AROUND THE WORLD

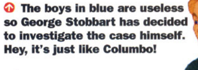
During George Stobbart's quest to uncover the grease-painted killer he'll travel the width of the globe, jet-setting from the opening scenes in gay Paris to the lush countryside deep in the heart of Ireland. From there he'll sample the delights of Syria and eventually will end up running through the streets of Spain. Who said adventures were boring?











The boys in blue are useless so George Stobbart has decided to investigate the case himself. Hey, it's just like Columbo!

ENGH, IT'S TOO HARD!

Yeah, so it's a graphic adventure and true, it's hard, but then you'd moan if it was easy. There are stacks of meaty puzzles to tuck into, some which are solved simply by playing around with the various objects in the inventory, while others can be worked out by conversing with the other characters in the game. A bit like the crystal maze when you think about it...

REVIEWER

***Broken Sword* proves that the PlayStation isn't just good for beat 'em ups and arcade games. It's a challenging adventure, and one that is as enjoyable to look at as it is to play. In terms of size Broken Sword is massive, and takes hours to complete. Thankfully it's not too frustrating either, and the solutions to the puzzles are fairly logical, so at least adventurers aren't forced to randomly play around with objects in the hope that something works – the solution is usually nearby. Admittedly it's not as zany as Discworld, but it's compelling nonetheless.**

ALEX SIMMONS



Gather info by using the phone to call thugs involved with the murder.

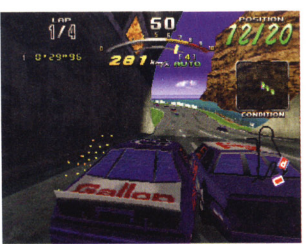


Problem: Locked gate and no way through? Use the haystack, stupid!



Visually slick with detailed backgrounds and cool cartoon animation, mixed with compelling gameplay to challenge even the wisest adventurer.


In 2096
Having a Bomb
Strapped to You
is a Sport.
(Want to Play?)
C4
C4
01:35
BLAST
CHAMBER™
The 3-D Rotatable Deathmatch
60 3-D rotatable chambers:
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A variety of obstacles such as spikes, trap doors, lava pits, and other deadly surprises make each chamber unique
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Two months ago it was just a rumour. One month ago it was in early development. Now *Daytona: Championship Circuit Edition* is a playable reality! Let's roll!

DAYTONA USA ~Circuit Edition~







Things move pretty fast in the world of Sega development. Following last month's rolling start first look at the all-new super-upped version of *Daytona*, we were intending to bring you an in-depth preview of the game this issue. But it wasn't to happen. Nope, instead we've got the game for review! Sega's CS Team have pulled out all the stops to complete their *Daytona* Remix, and now they've rolled out the finished product. So how does it fare? Have they overcome the infamous clipping problems of the previous game? Have they upped the frame rate? Can we expect yet more karaoke-howling tunes? What new features have been included? These questions and more are all answered on these pages as we reveal to you the long-awaited *Daytona USA: Championship Circuit Edition!*

IT'S NOT AN ARCADE CONVERSION!

If you were hoping for a much-improved conversion of the titanic arcade game, you're in for a bit of a shock. Clearly the CS Team consider last year's Saturn *Daytona* to be the ONLY conversion of the coin-op, because *Circuit Edition* is very much their own vision of the game. Bear this in mind as we offload a few ice-cold shocks onto you!

PLEASE SELECT A STEERING MECHANISM!

The only real way to play original Saturn *Daytona* was with a joypad (the then-newly released Arcade Racer wheel was compatible, but awful). Now however, you've got a real choice of control systems. Here's how they handle...



ORIGINAL FLAVOUR JOYPAD
Shockingly, the original joypad isn't so great for this game. The cars in *CCE* handle quite differently from previously. Powersliding seems virtually non-existent with this controller.

ARCADE RACER STEERING WHEEL
Certainly performs better than in the first *Daytona*, with more analogue response. Still inadequate for serious racing though, as you veer left and right like a mad granny. For laughs only!

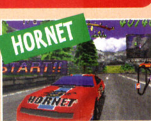
ANALOGUE CONTROLLER
The essential steering mechanism. You get a much better degree of control from the A-pad, snaking the car left and right with precision ease. And suddenly, semi-controlled powersliding exists!

HELLO JACK, GOT A NEW MOTOR!

Ready for the news? The legendary red-and-blue arcade 41 car is gone – at least as we know it. Instead there are now eight all-new cars to choose from, all featuring new bodyshells and individual performance. And each one is available as a manual or automatic transmission model for your driving enjoyment!



Good grip and acceleration, with reasonable max speed. Not that you'd know.



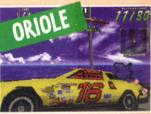
Identical to the Gallop in all respects. Except for the paintwork. Nice to have the choice, mind.



Reasonable all-rounder, but slightly lacking in acceleration. Not a popular choice.



Superb grip and acceleration, but crap max speed. Good for two-player on boost.



Below average grip, but very good top speed and acceleration make this an excellent choice.



Rubbish on grip, but maximum top speed and acceleration. A pro-mobile.

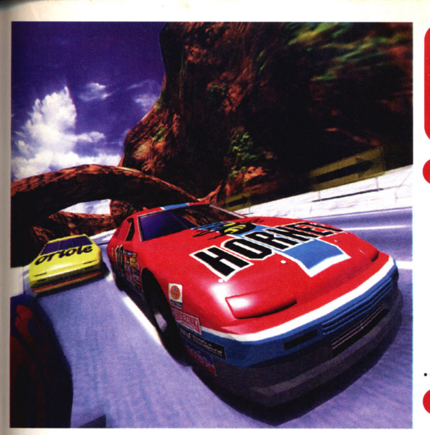


Same as the Max car, but with lower Grip. Thus it's pointless!!



As in – not good balance. Top grip and speed. Lowest acceleration.



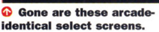


SPOT THE DIFFERENCE!

Let's face it, the biggest question is – how does it compare with AM2's previous conversion? Well, being BIG fans of *Daytona USA*, this is a point of particular concern to us. So, rather than forcing you to scrutinise these pages to spot the differences, we've decided to demonstrate. Besides, it gives us a good chance to show the original three courses again!

THE FRONT END!






Gone are these arcade-identical select screens.

Replaced by these. No more "Please select a race course."

SCREEN SIZE:



UK owners had to put up with this letterbox screensize.

This is PAL *Circuit Edition* in comparison. Full-screen!

THREE SEVEN SPEEDWAY









The Stadium drive-by. Notice the checkpoint indicator.

The new one has a nifty leaderboard. It works too!

THE PIT CREW:





The trusty repair team. Surprisingly lacking in feet.

And still! Is it so hard to find two extra polygons per person?

SEASIDE STREET GALAXY









The green monitors of Starry Skyhall, as it looked before.

The new CCE version. Not much different really.

DINOSAUR CANYON









Brontosaurus Arch. It was always cringeable for its terrible clipping.

Not anymore though. It appears well in advance of your approach.



TWO MORE TRACKS OF DOOM!

The name *Circuit Edition* clearly refers to the fact that you've got two new courses to contend with. Here's a quick picture drive-thru of the CS Team's own contribution to the *Daytona* mythos.






The Max car, defying its poor Top Speed rep.

NATIONAL PARK SPEEDWAY



This country roadway opens with a long straight.



The tower signifies a long right curve.



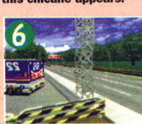
As you reach top-speed, this chicane appears.



A winding lane follows the cliff wall.



A big wheel and roller-coaster sit trackside.



All the team trucks line the pits.



Owners of the first game will know, from this screenshot, that the clipping is improved!



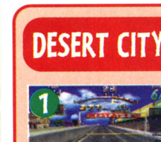
A panoramic TV replay of the National Park speedway. What a lovely rollercoaster.

All the enemy car textures are also completely new!



The legendary crashes! Not quite as dramatic as before though.

DESERT CITY



The first straight runs parallel to an elevated train track.



Those signs warn of a tight powerslide-essential turn.



This hot air balloon slowly rises throughout the race.



This right-angle isn't as ludicruously deadly as you'd think.



An uphill drive with little more than cactus for company.



There's the train, informing us we're back near the start.

J'ECOUTÉ LE MUSIQUE PLOP!

Personally we (the CVG hive brain), thought the original *Daytona* tunes – composed by Sega Japan in-house band, B-Univ – were entertaining in a laughable kind of way. But who cares what we think? Clearly not Sega, who've enlisted the musical talents of Sega composers across the world, to revamp the soundtrack. The three main tunes have been remixed – King Of Speed (track one) and Sky High (track three) are now spacey dance tunes, while Let's Go Away (track two) is like hill-billy rock or something. The two new courses feature some jazzy music. National Park's being more like Jamiroquai, whereas Desert City soundslik the theme to Are You Being Served? (according to Richard Leadbetter, but he's right). As for the rest of the in-game music, get ready for some dreadful rock courtesy of Eric Martin of the band Mr Big. B-Univ come back, we always loved ya!

AWAITING YOUR ENTRY!

Arcade *Daytona* IS the greatest multiplayer racing game. Which made the first Saturn conversion incredibly disappointing for one reason – it was single player only. Well, *Circuit Edition* features that all-important Two Player Battle mode, although only as a split-screen option. The result is a mixed bag. Graphically it's pretty shoddy with bad pop-up. To play though, it's quite entertaining, providing you use analogue pads. They're essential to get that fender-scraping degree of battle control!



A twin rolling start begins the epic split-screen two-player battle.



It's good fun, but the bad clipping is a bit of a letdown.



Second player head-start, and Slowcar Boost options are in there.

LET'S SEE HOW YOU DID ON THAT COOL COOL COURSE!

The improvement in *Circuit Edition*'s graphics has allowed the CS Team to be more daring with replay angles. Hence, for each course you complete you can watch your performance through again, switching through different views at will.



↑ All four driving views are available, with or without on-screen indicators.



↑ Or why not try the overhead view?



↑ For maximum thrills though, the TV cam is the only way to watch!



The panoramic TV cam replays really demonstrate how much technically better the graphics of the sequel are. That IS impressive!



CHEAT CORNER

Original *Daytona* was famed for the wealth of secrets it contained. How many of these have made it into the pseudo-sequel? Let's see...

HIDDEN MUSIC?



By entering certain initials on the name entry screen, you could access music to almost any previous Sega game! Sadly not so in this version. You still can't call yourself sex though.

STOP THE SLOT MACHINE



The Million Slot Arch on the 777 Speedway can be stopped. However, having earned three sevens, we didn't get any extra time. What does it do?

TURN JEFFRY UPSIDE DOWN.



Yes, pressing X does still roll the Jeffry statue onto his head. As entertaining as it ever was. Which wasn't much.

HIDDEN VEHICLES

We know the horse is in there (the sounds are in the options), although we don't know how to access it. What we have found though is the original car. Or at least, one that resembles. it. This is in fact a supercar, earned if you finish first on all tracks. Sadly the manual version isn't red and yellow.





The new tracks (Desert City shown here) are okay, but don't really shout Daytona!





The good old tracks. Pretty much identical, but the colours make them feel different.

RECORD BREAKERS!

Daytona set new standards in breaking lap records with its Time Attack feature (known as Time Lap over here). The CS Team then turned the feature into an artform in Saturn *Sega Rally*, with a whole host of extra features. Well, Time Attack is back, with yet more features to its name. There's the customary ghost car, which pits you against a visual recording of the previous Time Attack contender. Also, a Time Compare option informs you of how far ahead or behind you are, against the current best. A new feature is the Section Lap timer, which helps you pace your speed by timing you on separate sections of each course.



COMMENT

Like almost every other arcade fan, I think that *Daytona USA* is brilliant. And even though the first Saturn version was incredibly rough, I still played it LOTS when I first got it. This version just doesn't do the same at all. I was looking forward to a graphically improved *Daytona* so that I could relearn all the courses and break my lap records over again, but this just isn't quite it. While it may look a bit like *Daytona*, none of the cars handle anywhere near the way they do in the arcade or on the first Saturn game, and the new courses are nowhere near as clever and detailed as the originals. And, like Tom, I prefer the funky Japanese music and presentation to the very "American" look of the new game. It's not terrible, I just think that Sega, and the Saturn, could do better.

ED LOMAS

REVIEWER

As far as I'm concerned, *Daytona* is still the greatest arcade racing game. And AM2's previous conversion, flawed as it is, is still brilliant. So, the concept of a new update with better graphics, definitely appealed to me. The result though, is massively disappointing. The graphics are improved, not perfectly, but still quite impressively. if these technical improvements had been added to the previous conversion, with its old style and handling, I'd consider this game to be excellent – possibly the best home driving game ever made! Yes I'd like new features too. But if 'new features' means two substandard courses, ugly cars, and the excellent arcade style replaced with tasteless select screens and inappropriate music, I'd rather go without. As it is, even the superb handling from the original has been lost! I've always liked the Saturn for its close conversions of Sega's coin-ops. This isn't anything of the sort. It isn't even a fresh remix (as *RR Revolution* was with *Ridge Racer*). It's just a decent driving game. Personally, I'd rather have the original *Daytona*. Even the badly-bordered UK version, bad clipping and all. It's a far closer conversion of the coin-op, and a superior racing game.

TOM GUISE









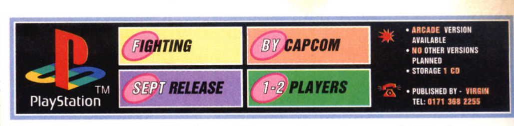
RATING

If you don't know Daytona, you'll think this is okay.If you do know Daytona, you'll be appalled at how the King Of Racers has been castrated.



REVIEW





As pioneers of the 2D sprite-based fighting game, Capcom have built a reputation like no other. And they've made damn sure their first 3D fighter is equally monumental.

Neon bathes almost every move in this exciting assault on the 3D combat arena! Kind of ironic, since *Star Gladiator* is here to become Capcom's beacon in a pretty busy sector of video games. While it's too much to expect that the Star Gladiators will create the same noise as the World Warriors and *Street Fighter 2*, they ought to place the competition on guard. From the outside in *Star Gladiator* is a class product – boasting some of the finest polygon characters out there, and a refreshing line in game play. It's tough deciding whether or not Hayato and associates will command big respect in years to come, but right here and now combat fans have a lot to go crazy over.





TYPE CASTING

Characters in *Star Gladiator* are grouped into three sets: A Type, B Type, and K Type. These help players select the kind of fighter which suits their style, but only after knowing what these classes signify. Basically, a fighter's moves are split between three groups also: Horizontal (A), Vertical (B), and Kick (K). One button is designated to each. A fourth – Guard (G) – completes the main group on the PS controller.



A TYPE: HAYATO AND GERELT

These men are masters of the sword, so much of their technique involves horizontal slashing motions. Particularly Franco Gerelt's Plasma Combo finish.



Hayato in alternate guises.



B TYPE SATURN, GAMOF, VECTOR, AND GORE

Overhead strikes form the basic technique of these fighters. Saturn's Yo-Yos are tools especially suited to this style, as is the Battle Axe wielded by Gamof.



Guardian of the Woods goes cutting!



Erm... Gore can grow to giant size!!!





Vector wields a giant hammer. BAM!

K TYPE JUNE, ZELKIN, AND RIMGAL

Rimgal's club is misleading – his powerful legs are by far his deadliest weapons! Zelkin too uses his legs to claw at opponents. June is essentially a Gymnast.







G (UARD) SHARED BY ALL

As well as blocking attacks high or low, use of the Guard button when pressing toward or away on the direction keys allows all fighters to dodge left or right.











FEEL THE FORCE

Central to the most effective tactics in *Star Gladiator* is the management of Plasma. This powerful force serves to boost defensive and offensive techniques, so it is important to become familiar with its ways as soon as possible.

PLASMA COMBO

Each fighter 'Type' has its own Plasma Tree which governs more than ten combinations of moves. Exactly four of these consist of five deliberately placed moves. On top of that, Types A and K have a Finish move tagged onto two of the major combos. Three Finish moves are available to B-Type characters.



A special 'Plasma' bar rests beneath the Energy Bar. The letters A, B, and K light up in response to a fighter's attacks. If the letter forms part of a chain, it joins others to make a Plasma Combo. It's not so hard to find them.









At the end of certain five-hit combos the word FINISH replaces the collection of letters in the Plasma bar. This is where a sixth key move can transform the standard Plasma Combo into a Plasma finish.

PLASMA COUNTER

Similar to the Counter Strikes in *Fighting Vipers*, only far more spectacular! There are two types of Plasma Counter, turning high or mid to low level attacks against the aggressor. In both cases there is a flash of light as a blow is deflected, and the gleeful survivor retaliates with a mighty counter strike.



Deflects most vertical attacks, and some horizontal. Press toward or away on the direction key, plus A and B.



Deflects most horizontal, and some low attacks. Press toward or away on the direction key, plus B and G.

PLASMA ASSAULT

Once in every round all fighters may unleash a sequence of spectacular and damaging moves from one simple, well timed command. This is achieved by simultaneously pressing A, B, and K. The fighter is enveloped by Plasma energy, and, should the first blow connect, continues to land several big strikes on their opponent.



For the duration of a successful Plasma Assault the viewpoint snaps through many different angles. Just like AM2's *Fighting Vipers*, but with greater special effects.

HOME OF THE FUTURE

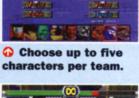
Naturally Capcom have added all-new features for the home version of *Star Gladiator*. Though it doesn't appear that Capcom have found it necessary to add more to, or refine the gameplay of the arcade game.

TRAINING MODE

Take any character into the practice hall, and pitch them against the stooge of your choice. The CPU Guards and/ or attacks to order, and a giant-sized Plasma Meter is there to highlight the correct sequences. Each character's Plasma Tree is displayed for reference also.

GROUP BATTLE

Select up to five characters, and choose to enter competition with a CPU or human controlled team. There's even a setting which puts CPU against CPU, so players can sit back and watch.



Choose up to five characters per team.



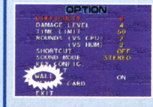
The number of wins is displayed as stars.

NO RING OUT

Under normal circumstances Star Gladiator respects the Ring Out strategy introduced by Virtua Fighter. However their is a special option in the home version (once you've completed the game on the hardest difficulty) which allows players to create an invisible barrier around the fight stage – kind of like Fighting Vipers. The difference is that this barrier is not used tactically throughout the fight, it is only there to keep fighters inside until they are defeated. Finishing blows still knock them out.



The invisible walls cheat prevents fighters falling out of the area.



REVIEWER

Whatever your entry level at *Star Gladiator – VF/ Tekken* master, or beginner with an eye for taste – the game almost assures big satisfaction. Though all the fighters are sitting on a respectable lists of special moves, these aren't required to start some very impressive routines going. A six-year-old could probably give a sixteen-year-old pro an eventful challenge at first. Beyond the first hour *Star Gladiator* begins to sort out the men from the boys, as the many counter attacks start to pay off. Plus it's one thing being able to memorise a character's Plasma Combo Final, but another to gauge the timing and distance just right. Like most recent fighting games which are big on presentation and special effects, I'm concerned that *Star Gladiator* is perhaps too weighed down with fancy extras. Compared to *VF2* and even *Tekken 2*, the routines are all quite slow in execution. There are no snappy kicks or jabs – everything is one big celebration of state-of-the-art motion capture finesse. Also there are times when I feel like I'm playing the game from the Plasma bar, and not with the fighter. Since the game has only been around for a couple of months in the arcade, its finer virtues are yet to be discovered. That is, I have faith that Capcom have this game well balanced as always. But it has to be said that it is a luxurious experience getting to know *Star Gladiator* better. These are some of the finest models and locations ever to have appeared in any type of game. Even Gamof looks cool after a while. If Capcom is your style, this could take preference to anything else.

PAUL DAVIES





RATING

Nowhere near as many characters as Tekken 2, but the game play is significantly different and successful. Bears the Capcom name with honour.





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Core's girlie fixation continues as *Tomb Raider*'s Lara Croft leads where *BLAM*'s Kimberly Stride left off. Obviously, it's survival of the fittest.

TOMB RAIDER



Core are a British developer whose stock has steadily risen over the last few years. From forgettable computer games in the '80s, to some decent games for dodgy Sega add-ons, through to the acclaimed *Thunderhawk 2*, which did some serious business last Christmas. But they've never produced a game that's been truly original, or for that matter, universally liked. This is set to change with *Tomb Raider*, which is ambitious and accomplished, and being hailed from several quarters as the best thing Core have ever done.



THIS USED TO BE MY PLAYGROUND

Lara is rich enough to have turned her Grade II listed mansion into a multi-purpose gym, which just happens to function as a training level before the game proper. There's a room for tumbling, one for climbing, a large hall filled with vaulting horses, where Lara practices her jumping techniques, plus a pool where the basic skills of swimming are acquired.





Lifestyles of the rich and healthy. The three training areas in Lara's mansion.



Lara gatecrashes Natla to find the location of the second Scion segment.

PIERRE, YOU LITTERBUG!

Tomb Raider's inter-level movies are deserving of both praise and attention, revealing the story in parts with some impressive CG sequences. As a prologue, a nuclear test in New Mexico disturbs part of an ancient artifact known as the Atlantean Scion. There are other pieces of this relic in lost cities of three ancient civilisations – the Peruvian Incas, the Roman Empire and the ancient Egyptians. Lara is not searching for herself, she's been commissioned by Jacqueline Natla, head of a shadowy technology corporation. Lara, curious of why Natla has sponsored the expedition, discovers more as she begins to piece the Scion together.

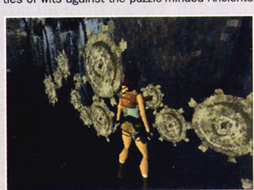






PROTECTION OF THE DEAD

Those clever Ancients anticipated looters and Tomb Raiders like yourself down the ages, and have sought to protect their relics with secrecy and traps. Cast your mind back to the Indiana Jones' trilogy and that's the kind of hassle you have to deal with – rolling boulders, collapsing floors and poisonous spikes. Balancing the life-or-death tests of agility are battles of wits against the puzzle-minded Ancients.







The ancient version of Downfall by Action GT. Lara and Ed think it's brilliant.

A melange of puzzles and their consequences; moving blocks, poison darts and the danger of the flames.





Lara enters the Palace of Midas by an underwater conduit.









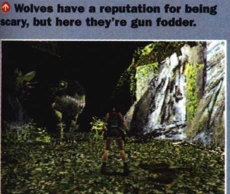

ENDANGEROUS SPECIES



Isn't it ironic – those species near extinction you've fought to protect, but now you have to turn your guns on them to survive! Lions, apes, panthers, wolves are the familiar wild animals that inhabit the earlier levels. And they do behave like animals – resting, pacing, pouncing, growling and then writhing as you humanely despatch them. A nice touch is that animal corpses remain within the game, even when you restart a new session. Further into the game, the creatures become grotesque nightmares; mummies, dinosaurs, and monsters of myth!


Wolves have a reputation for being scary, but here they're gun fodder.


The raptors move with that shifty, bird-like motion they used in JP.


The T-Rex's makes an entrance that Speilberg would be proud of.


You can inspect they lion's gnashers at this range, but it's not advised.








LARSON AROUND

You have to contend with some of Natla's double-crossing cronies. Larson and Pierre Dudont pop up with guns blazing when you least expect it, trying to take the Scion for themselves! Scum!

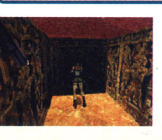

Lara makes Larson, Natla's henchman, explain himself after he tries to ambush her in Qualopec.

THE SPICE GIRL

Lara luckily took her handguns with her just before they got banned. Those pistols pack a punch, but she's going to need something of a heavier calibre to make an impact further on. It's useful to find the shotgun, uzis and magnums left carelessly in the tombs. But bullets are scarce – especially shotgun cartridges which are found only two at a time!



Lara Corft in the first stage of making a raptor handbag, Lost Valley, Peru.






GOING DOWN

There is enough jumping around in the gameplay to label *Tomb Raider* a platformer. But there's more intricacy to jumping than other 3D games like *Exhumed* or *Quake*. Lara can take standing or running jumps, grab ledges and pull herself along them or lower herself down. Combinations of these abilities are employed at the trickiest section.



You have no option but to get from up here to down there in one piece.






Just about every major jump is a cliffhanger. A bit excessive, but it works in building tension.

TALE OF TWO TOMBS

The PlayStation and Saturn versions are due out at pretty much the same time, so if you're lucky enough to have both consoles, which should you get? Well, it's that familiar story – the PlayStation one is slightly superior. The differences are mainly cosmetic. The PlayStation handles light-sourcing better, and throws in a couple of nice effects, like reflective save-point crystals (which are plain-sided on the Saturn version). The sound seems better, probably a symptom of the rush to finish the Saturn version for a four week release advantage. Also, the PlayStation runs slightly smoother thanks to a higher-frame rate, which makes close combat easier (it's less confusing). Both versions use different means to create underwater effects, but the Saturn's are remarkably cool, so it's a matter of taste which you prefer.





The Playstation is slightly crispier, classier and better able to maintain a smooth update.



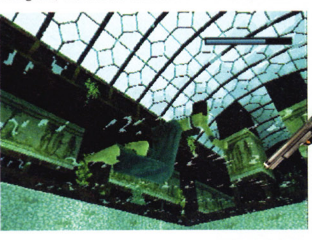
The Saturn handles the effects pretty well.

COMMENT

The easiest way to describe *Tomb Raider* is as *Prince of Persia* in 3D. The control is very similar, with fixed moves which you need to learn the timing of very carefully. But, as with *PoP*, everything soon becomes second nature, and the real adventure begins. There's a lot of exploration to be done, making it feel very different to *Doom* or *Mario 64*, and the tension created by the music when you actually come across an enemy makes it very nerve-wracking. Though the first few stages are just set in caves and ruins, the plot really comes into play early on, with the change through dinosaurs into mutants making a strange kind of sense. It's a brilliantly-made game, and won't disappoint anyone. ED LOMAS

THE WATER MARGIN

At first, the underwater areas appear to be a pleasant gimmick, but they feature largely in the gameplay, with mazes, switches and a set of creatures devoted to the submerged areas. One level is almost entirely devoted to swimming exploration – The Cistern has a vast pool room and mechanism to raise and lower the water level throughout, which forms the basis of its clever puzzle.











REVIEWER

Games reviewers are so used to finding the 'catch' that spoils games that look as promising as *Tomb Raider*. Its technical brilliance has been accepted for a few months, but I was more concerned with how it was going to play. It's not *Doom* for starters, the kill rate just isn't that high. Think of it more as a mixture of puzzles, nasty creatures, a lot of platforming all striving for the atmospheric qualities of a big budget action movie. If that sounds like an over-ambitious mess, it's not, as the designers have obviously worked hard at getting each part of the mix right. The puzzles are logical, progressively more sneaky and relate to the ever-changing environment of the game. The creatures are convincing, from the trouble taken to animate and motivate them realistically. And the platforming provides lots of sweaty-palm moments, followed by sickeningly long drops. The 3D is just excellent, with superb water and lighting effects, and the vastness of the 15 levels begins to get apparent when you're tired and lost somewhere about a quarter through the game. Considering the limits of what 32-bit machines can achieve, *Tomb Raider* is a faultless achievement. ANGUS SWAN



A great blend of action and adventure to appeal to more people than the average RPG ever will.





GRANDMA
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DESTRUCTION DERBY 2

The first *Destruction Derby* on PlayStation got some amazing reviews about a year ago, and became the fastest-selling CD game ever (as has just about every PlayStation game since). The sequel has been eagerly anticipated because it keeps everything that made the first game fun. In addition there is a new set of car mechanics, and some of the most spectacular crashes ever in a video game!





BOWL-A-RAMA!

In *Destruction Derby*, you have to compete in a massive scrap in the bowl at the end of each season, but in *DD2* there's a small change. There are now four different bowls, each one slightly different from the next. But the basic idea remains: Smash everyone else about for points, then trash them so that you're the last car left moving!



The first bowl has a bump right in the middle which can send cars flying through the air at the start!



A ridge around the arena sends speeding cars jumping into the air and often one of the walls!

MY PANELS NEED BEATING!

While it sounds like a bad idea to put pit stops into *Destruction Derby*, it works very well. You can't just stop off whenever you want and fix your car entirely, instead you have one stop per race which has to be used carefully.



When your car is looking a bit knackered, get into the pit lane and you'll come to a halt in the right place.



You now have three seconds to spin the view, highlight what needs repairing and bang the X button rapidly on it!



Fix everything as best you can in the short time and pull away, getting back into the race with a patched-up car!



Here there's a ditch right in the middle of the bowl. At the start, all the cars pile straight into it and bash into each other!

The most feared of all *DD2* arenas has a massive chasm at one end, which means instant death for anyone falling into it!

LOADS OF BANGIN' TRACKS!

There are four main tracks in *Destruction Derby 2*, along with another three which are opened as you play, with each one being very different from the style of the first game. The major difference is that the tracks are now banked and raised to include hills and jumps, making them much better looking as well as more fun to race on. By playing in championship mode and getting through the different leagues, three extra tracks can be opened up, then raced on.



The first track is a basic oval course with banked corners and a jump on one of the straights. There's also a hump before one corner.



Chalk Canyon is the most impressive track, with two massive jumps, one of which has a slight bump to send your car spinning through the air!



This course has a bridge crossing back over an underpass. There are also some fast sections with wide grass run-off areas to either side.





The fourth track is fairly tame in comparison!



Black Sail Valley has lots of cross-overs!



Liberty City is a night time street course.



The final bonus track is set in a rocky canyon. It runs in and out of tunnels and over big jumps!

SMASH IT UP!

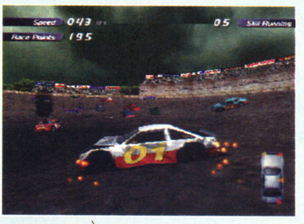
The first *Destruction Derby*'s crashes were impressive but the cars could never leave the ground or roll, giving the impression that they were stuck to the floor by magnets. *DD2* has a game engine more like *Need for Speed* whereby the cars can roll and flip in any direction, meaning that the crashes are now the most impressive anywhere! Also, each of the wheels are now independent from the main car, giving a very realistic suspension effect. And if you're good enough, you can learn to drive on two wheels!






At the start of a race, taking a simple knock to the back of your car can cause a real pile-up!

As your car gets bashed around, the damage becomes visible. Your bonnet and boot lids fly off, the bodywork gets dented, the wheels buckle and come off, sparks fly from the underside of the car, and smoke and flames billow from the exposed and smashed up engine!





WHAT'S THE POINT?

There are three main modes of play in *DD2* – Wrecking Racing, Stock Car Racing and Destruction Derby. Stock Car Racing just awards points depending on your finishing position in a race, Destruction Derby only depends on how much you smash the other cars around, and Wrecking Racing is a combination of the other two.
In the Destruction Derby races and Wrecking Racing, points are given for spinning cars: 10 for a 90° spin, 25 for 180°, 50 for a complete 360° and 25 for wrecking a car. As an added bonus, the points are doubled if you do this to the car in first place!

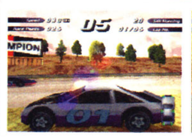


LET'S GET ROCKED!

DD2 has a very different overall style to its predecessor, partly because the music has been changed totally from *Wipeout*-style techno to some real grinding rock. Two 'real' bands – "Jug" and "Tuscan" (who we admit we've never heard of) have done the tunes, some of which are great, and some which are a bit naff. But they all *ROCK*!

In a bowl scrap, you don't want to get boxed in or you'll be smashed to bits!




COMMENT

To be honest, I thought the first *Destruction Derby* game was boring rubbish. Even the graphics were overated. Not so with the much improved sequel. It looks miles better with twisting, sloping tracks that send cars airborne. The way the cars move too, with the suspension rocking about, makes it all look more dynamic. Even the destruction bowls are ace. Ploughing into the other cars now sends piles of them spinning up into the sky. All the more fun, when you're part of that monster mash. Still lacking that true racing element, but this is destruction to the ultimate level. Great fun!

TOM GUISE

REVIEWER

While I didn't ever think that the first *Destruction Derby* was particularly good, I played it quite a lot when I first got it. The second game is definitely a lot better, not only because of the enhanced car mechanics but also because there's a lot more of a racing feel to the game. The tracks are designed really well, with lots of room to race around and overtake, with some excellent jumps, crossroads and alternative routes. The presentation is excellent, and the music (while not brilliant) fits the game well. And a special mention has to go to the excellent UK PAL version we've reviewed here. As with nearly all Psygnosis games it's full-screen, full-speed and an excellent frame rate, which just shows that it IS possible to have good UK PlayStation versions. Sony should really take note of this and spend more time on their big games, like *Tekken 2*. While it's a lot of fun (and I mean a LOT of fun!) for a while, it's not likely to last too long, as with the first game. Shame.

ED LOMAS

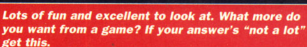
HI EVERYONE! I'M PAUL PAGE!

The replay mode isn't as comprehensive as in *DD1*, which lets you determine the path of a helicopter through your replays, but it's still impressive. You also get Paul Page's comments on the race (he's a famous American motor sport commentator) spoken in his usual excited voice. After a race you can watch it all again from a series of TV-style camera angles, slowing it down or saving it to memory card whenever you want.

The TV-style replays show off the graphics, but aren't as much fun to use as they could have been. It's a bit of a shame, really.





RATING

Lots of fun and excellent to look at. What more do you want from a game? If your answer's "not a lot" get this.





PC CD ROM	ADVENTURE	BY VIRGIN
	DEC RELEASE	1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 2 CDS
- PUBLISHED BY - VIRGIN TEL: 0171 368 2255

Cool World may have been a load of rubbish, but the idea is a good one: A real person in a cartoon world. *Toonstruck* uses the idea, but is a hundred times more fun!

TOONSTRUCK

Christopher Lloyd is Drew, an overworked cartoonist and creator of "The Fluffy Fluffy Bun Bun Show". One night he falls asleep, only to be woken up by one of his own creations and dragged into their cartoon world. The evil Nefarious has created the Malevolator – a machine which is turning the whole of "Cutopia" evil, and Drew must help the Cutopians save their world in order to escape. It may sound familiar, but you've never been in control of a story like this before!



I'M FLUFFY FLUFFY BUN BUN! DO YOU WANT TO SMELL MY FLUFFY BOTTOM? (SHE REALLY SAYS THAT)

Drew makes lots of keen observations along the way.

WE'RE TINY, WE'RE TOONY...

In *Toonstruck* you control Drew and his friend Flux Wildly, one of Drew's many rejected cartoon creations. Flux is really just there to make witty cracks along the way, but can occasionally be used to solve some puzzles that Drew can't on his own. As you make your way around Cutopia (and the other cartoon worlds), you'll come across some very strange characters indeed! For example...

What's this guy's job? Yep, you guessed it: He's a footman!

These two characters work in the Wacme building, selling various dangerous implements. Their trick cigars don't just pop – they take the top of your head off!



Though he may look like a scarecrow, he's actually the Carecrow, and he looks after the crows all day! How sweet.

HARDCORE ARCADE ACTION!

You don't have to spend all your time just pointing, clicking and talking to people – there are times that the style of play changes entirely. For example, to get a fake gold chain from a grumpy arcade owner (just take it from us that you'll eventually NEED the fake gold chain) you need to beat him at his favourite game – WacMan!



Press the buttons on the cabinet to make your character stand, crouch or duck, and throw stars at your opponent's target. Hit it enough times without being killed and a massive spiky ball will fall on his head!

REVIEWER

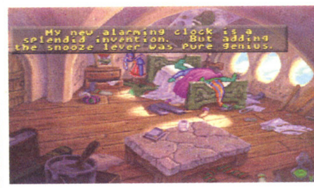
As anyone who's a fan of "point and click" adventure games will tell you, Lucasarts are the true masters of creating clever, fun, and engrossing adventures. The two *Monkey Island* games, *Day of the Tentacle* and *Indiana Jones: Fate of Atlantis* are four of the best adventures I've ever played (they were all good enough to make me play them to the end) and *Toonstruck* is definitely high up the list with them. There's slightly more emphasis on talking to people here than in the Lucasarts games, but that adds to the excellent cartoony feel of the adventure, along with the most professional cartoon cut-scenes ever seen in a game! And it's this feeling of interacting in a cartoon, along with the strange sense of humour (with a few slightly "adult" gags!) that draws you into the game. It's not quite as instant as say, *Monkey Island*, mostly down to the massive amounts of conversation at the start of the game, but the simple controls and good difficulty curve soon get you going. Not quite a classic, but definitely the best point and click adventure for a long time.

ED LOMAS






Toonstruck is wonderful to look at, it's funny, and it's big – the ingredients for an excellent adventure game!



POINT & CLICK	BY BMG	• NO OTHER VERSION AVAILABLE • NO OTHER VERSIONS PLANNED
NOV RELEASE	1 PLAYER	• STORAGE 1 CD • RELEASED BY - BMG TEL: 0171 973 0011

If you don't like point-and-click adventures, this just isn't your month. First *Broken Sword*, then *Toonstruck*. And now your worst nightmare has arrived...

BLAZING DRAGONS

No doubt you'll write in telling us we're gaming fascists (you do anyway), but we reckon point-and-click adventures, being mouse-driven by design, remain very much games for computers, as opposed to consoles. Perhaps we're wrong. After all, *Discworld* on PlayStation did staggeringly well, and *Broken Sword* is actually superior on PlayStation. Yep, maybe times are changing. Perhaps point-and-click adventures DO have a place on console. Then along come *Blazing Dragons* to put you off the whole idea.







WHAT IN THE BLUE BLAZES?

One of the most important parts of any adventure is a gripping plot. Well, *Blazing Dragons* has half of that vital element – a plot. Of sorts. The game takes an 'ingenious' twist on the old King Arthur legend, by turning all the Knights into dragons. And humans are the baddies. Haha, love it! Anyway, you take control of a young dragon called Flicker. He's desperate to marry the fair Princess Flame (she loves him too, blah blah), but he's not a Knight, or even a squire. So somehow he has to earn serious promotion to enter the Royal Tournament and win her hand in marriage. Sigh.





Much humorous goings-on. That knight at the bottom gets called "haircut boy". Chortle!

SET THE CONTROLS FOR THE HEART OF THE BLAZE!

Modern adventures are famous for their user-friendly interfaces. The days of fiddly control systems are gone – nearly. *BD* attempts to create an speedy icon system, but it doesn't quite hit the spot. Basically, the moving cursor can be turned into four different activities – walk, look, pick up and speak – which are simple enough to use, except you have to cycle to the appropriate one everytime. Slow moving as adventures are, this eventually gets annoying. After all, you aren't ever going to talk to the kettle.



This is your inventory. It's a bag.



Can you spot the one collectible item?

THOUGHT I COULD SMELL BURNING...

Adventures are infamous for their mind-bending puzzles. *Blazing Dragon*'s puzzles play on the fact that Flicker is an inventor. The first problem, for example, involves him solving how to wash the dishes. Looking in his invention book, he has a diagram for an automatic dishwasher using a candleholder, hose and mop. All of which can be found around the castle. Tough going, eh?





Invention book and invention. Well done.

FLAMIN' HILARIOUS!

Humour is always a crucial key to the success of an adventure, especially if it's so bad it puts you off playing it. We wouldn't rate ourselves as comedy geniuses, so you judge for yourself if this is funny. Flicker happens across a pool, where the Lady of the Lake's arm rises, holding Excalibur. She says "I'm fed up of people throwing this rubbish in the Lake!" and bungs it onto a trash heap. Then she's caught by a fisherman who bellows "Quit squirming fish-women, you'll make a tasty dinner for me and my wife."
Hahahahahahahahahahahahahahahaha hahahahahahahahahahahaha! Clever.





REVIEWER

P'n'C adventures have never appealed to me greatly – the set-up being too structured for my liking. However, *Broken Sword* and *Toon Struck* have changed my perception greatly, with their excellent plots and brilliant graphics. *Blazing Dragons* however, makes me take two steps back. It's everything I hate about these games. Unstylish graphics, laboriously trundling plot with awful humour, abysmal dialogue – "That would be like talking to a wall" (accidently talking to a wall) – and puzzles that only test your free time. We did have a few laughs at this game, crowding around the screen and sarcastically wisecracking at every quote. But if I'd paid money for it, I don't think I'd find it very funny at all.

TOM GUISE

RATING



One of the most tedious, unamusing, untaxing a aventures you could spend your money on. A totally uninspired product.




PC CD ROM | PlayStation | SPORT | BY EA SPORTS | DEC RELEASE | 1-4 PLAYERS

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Get ready to play the only ice hockey game to feature the REAL goalie helmets!

NHL HOCKEY '97

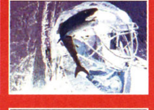
EA Sports completely dominated the video game sports market a few years ago, with excellent versions of nearly every sport on the 16-bit systems. Other than the excellent *Madden NFL '97*, their recent 32-bit games haven't been quite as good as the originals, but this latest *NHL Hockey* sets out to change that. The controls and the overall style are similar to the excellent originals, with some of the most over-the-top presentation ever!



WELCOME TO NHL '97 FROM EA SPORTS!

Last month we told you how funny the over-the-top intro to *Madden NFL '97* was. This month, EA Sports do it again with another incredible rendered introduction sequence! The intro shows off the fact that *NHL '97* is the only hockey game to use the real goalie helmets, by having giant face masks bursting through ice, being struck by lightning, and having dinosaurs roaring flame on them! It may be a bit of a waste of time, but we reckon it's really funny and adds a lot to the TV feel of the game!





▲ The intro doesn't just look excellent, the sound is amazing as well! And it's almost as over-the-top as *Madden NFL 97*'s intro!



BEST SEATS IN THE HOUSE

Thanks to EA's Virtual Stadium technology, there are a total of nine different views from which you can play the game. Of course, not all of them are entirely useful, but it's still nice to have the choice: Three height variations of the classic view, three side-on views, an isometric view, reverse angle, and the helmet cam! We recommend either the classic "up the rink" mode or isometric mode, as they provide the best view of the game while still letting you see what's going on.








As we've come to expect from all EA Sports games, it's got statistics.

BUNDLE!

One feature removed from the *NHL Hockey* games for the 1994 version was the fighting. But, as you'll know if you've ever watched a real hockey game, fighting is an essential part of the sport. So it's back! If you've got an aggressive player on your team, and he gets tackled badly, chances are you're going to get in a scrap! Punch as much as you can before your five minutes in the penalty bin begin!



At the start of each game, this cheerful man tells you about each team.



During a season, you can check which games are coming up on your calendar.

MAKE SOME MEN!

As well as full season modes, and player trading options, you can now create your own players from scratch, then put them on the market! Give them a name and weight, then set their attributes from a total number of points. Are you going to make a fast but weak player, or a slow hard man? It's up to you!





REVIEWER

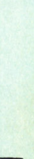
The 16-bit *EA Hockey* games are some of the best sports sims available, and I'm a big fan of them. The surprising thing (and one of the best things) about *NHL '97* is that the control system is almost identical: One button to change players and pass, and one to charge and shoot. It's this simple and near-perfect control system that makes the game so natural to play. One part of the actual game which has change is the inertia of the players – it's not so hard to turn quickly on the spot any more. The graphics are very detailed, with full polygon players and a detailed arena, though there's a bit of loss of frame rate when there are lots of players around. The sound is surprisingly lacking, with no commentary (not a terrible problem) and some really feeble crowd noises, which don't create any sort of excitement at all. With all the options and modes, as well as the excellent playability this should be an absolutely incredible game, but it's just lost a bit of the excitement of the other versions.

ED LOMAS





An excellent ice hockey game, but one which doesn't quite live up the the high standards of its predecessors.




PC CD ROM

NHL HOCKEY '97

REVIEW

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EVERYTHiNG

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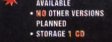












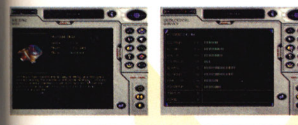
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Sim City. Theme Park. Syndicate Wars. Yeh, they're fun. But for a real control freak, nothing less than complete domination of the galaxy will do. Cue The Empire Strikes Back soundtrack...

FRAGILE ALLEGIANCE

That's what we really want from a Sim game. Building our own theme park, or being god over a group of little people is entertaining. Running a city, or taking over one by brute gang force, is even better. But we'd much rather sit in our floating Death Star, spreading our dread power across the universe through the awesome might of our space armadas. That's what we want and that's what Gremlin have given us. However, there's quite a way to go before you reach the status of Lord of the Universe! Even the Emperor had to start off doing a paper-round...



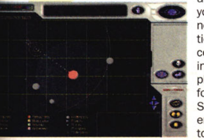
BUYING THE FARM!

Your first step into the world of galactic domination, is by stepping into the world of nothing but craters. You start off with enough credits to build a mining complex, complete with power supply, living quarters and pleasure domes (well, you're a long way from Earth). Each of the various types of ore uncovered are of different value, with particularly rare types worth big moolah. If your planet doesn't contain these precious seams though, don't fret, just look to the skies...



STARS IN YOUR EYES ★ ★

Checking the interstellar viewmatacromograph reveals other mineable worlds in your sector. To see further, you can send scout ships into the void. Once suitable planets are uncovered, you can construct new mining stations on them. Of course, overseeing numerous planets is no task for The Emperor! So you can employee foreman to look after 'em!



BORAG THUNGG, EARTHLETS!

As you reach out into the ether, you eventually happen across alien races. These can be communicated with, either to trade or to make allegiances with. There's one race however, who are evil – the Mauna, this game's version of the greys. So bad is their reputation, that if you accuse any other race of working with the Mauna they'll probably attack. But why wait for that happen? Get in there first. Yep, it's time for... WAR!



Stocking up on weapons is vital. Yes, those are weapons.



Can it be? Is Mike Newson a member of an alien warrior race?

WAR! ★ ★ ★

That's what it's all about after all. Meet a new race, find their throne world, burn down their bases and take over. Yeh! Of course you need weaponry. And with enough money made from mining, you can build missile silos, space fighters, battlecruisers, even orbiting space stations. Eventually, you have giant space docks, surrounded by battle-cruisers with little ships spewing out of 'em. The galaxy's your oyster... until you meet the Mauna!



Get yourself a fleet a conquer the galaxy!

REVIEWER

With the exception of *Sim City*, I've never really gotten into god-games, but *Fragile Allegiance* (an update of Gremlin's old *K240*) appeals to me, simply because of its wide-ranging scope. The early stages of the game, constructing mining stations, allocating funds to various tasks, is very much bog-standard sim-stuff. However, this is just the prelude to the real game. Once you come into contact with alien races, the gameplay opens up. Searching for new worlds with your scout craft, building weapons of war, sending fleets to alien planets, intercepting their ships with your task force, making pacts with other races for your survival. It really seems you can do almost anything. You can even send spy probes to other planets, to watch their goings-on. An excellent game, with hours of ever-expanding planet-conquering entertainment.

TOM GUISE



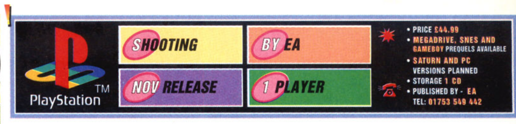






A god-game that combines elements of everything that's gone before and gives you the whole galaxy to do it all in!





Fresh from their *Urban* escapades, and with the thoughts of the *Jungle* and *Desert* still lurking in their minds, the *Strike* team head for Russia to drink Vodka. If only they knew.

SOVIET STRIKE



What can you say about the *Strike* games that hasn't already been said before? We all know that the first was ace, and that *Jungle* was the best of all. And *Urban*, although still a mighty fine game, wasn't quite up to scratch when it came to its superior predecessors. So with the fourth game in the series having just been completed in time for its pre-Christmas release EA are hoping that one of their flagship games will do the business once more. Don't forget your Cossacks people, because things can get chilly out there!



The white truck leaves a fuel drum once destroyed.



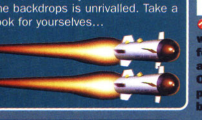


FIVE INTO ONE!

One of the great things about *Soviet*, is that it seems to combine some of the best terrains of all the other games into one! Even though there are only five missions, the variety and realism of the backdrops is unrivalled. Take a look for yourselves...



Action begins in the snowy wastelands of Crimea. Look out for blokes on their Snow Buggies, and your stranded co-pilot Nick. Once rescued, he can use the plough to break through enemy barracks, and into the POW camp.





A huge Radioactive leak has caused vast areas of this level to become very hazardous. Flying over the ooze will quickly drain your armour points. The windmill along the river hold a 1up.



Welcome back to the original game! The more familiar surroundings of *Desert Strike* are the setting for this stage, complete with an all out enemy blitz on a chemical plant! Don't dawdle now!



Civilians-a-plenty, and a few tourist attractions, they're all here. There is an extra life under the trains in the West side of the map. Head there if you're in trouble. Also, the building in Red Square holds loads of pick ups.



Bring your wet suit and goggles in case of accidents! There are a couple of big motherships to be got at here, which will help you to dramatically reduce the madman's army. Two extra lives are hidden on this stage too.



ROAD TO NOWHERE

Common sense tells us, that as soon as you attack an enemy building, the reinforcements will arrive to try and sort you out. But if you stop their way of getting to you then obviously, they can't attack. That is why taking out some of the major bridges and blocking the path of canyons is the perfect way to buy you a bit of time. It's also the little details like this which make *Soviet* such an involving game.



By disabling the bridges...



...enemy tanks are left...



What's that burning smell?



...completely stranded. Ha!







Nick, your co-pilot driving the snow plough. He's a talented bloke all round really.



The tank is no more! Dramatic explosions like this accompany every target you hit!



Protecting this building, which is part of the Chemical plant, is a priority during level three.

SOVIET STRIKE, TAKE 296;ACTION!

It is not an illusion. *Soviet* must be the first game EVER to actually have decent FMV sequences in it – ones that really add to the atmosphere making it altogether more believable. You seem to be able to relate a lot more to a grainy black and white film of a plea for help than a lavish, full colour waste of time that the programmers could have so easily bashed out in a few minutes. EA, we salute you. And yes, even the acting is good!



Hi, I'm Dwayne Dibley, and I'm stoopid.

This makes Mega CD FMV look even worse!

THE KING LIVES!

We're telling you, he does! And we know where as well! Transylvania. Yes, that's right the ex-King of Rock and Roll is alive and kicking, eating fat, greasy cheeseburgers in Dracula territory. Shoot the building shown, and a man will appear looking none too pleased. Then shoot him again to make him jump up and down, giving it some "Uh huh huh." It's a shame you can't see the quivering lip...





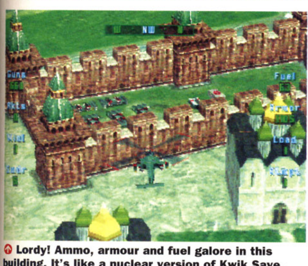


Fill her up please! If you are short on fuel, blow up this petrol station for a handy drum.

COMMENT

I was really worried about a 3D *Strike* game as I'm a big fan of the 16-bit versions. But as soon as I turned *Soviet Strike* on I cheered up. And when I got into the game and realised that it moved and played just like the originals, I nearly smiled out loud! The mission structure is similar to before, but the strong plot really comes through with little sub-missions and decisions to get you even more involved. The graphics are good but slightly jerky, though not enough to ruin the excellent overall effect. Also, the FMV is worth mentioning, as it's all high quality full-screen stuff with some surprisingly good acting! It's the best anyone could hope a 32-bit *Strike* game to be – brilliant!

ED LOMAS



Lordy! Ammo, armour and fuel galore in this building. It's like a nuclear version of Kwik Save.

BUT I'VE GOT TO DO THE DISHES!

Every time you play Soviet, there is a chance that you'll uncover something you've never seen before. As well as discovering extra lives and hidden armour crates, short mini-objectives regularly appear throughout the game. On the first level alone for instance, Nick the co-pilot needs rescuing, a group of P.O.W's need saving from an ambush and some soldiers having a good beer up before they come and attack you need to be dispatched sharpish! All in a days work, you agree?





Move quick, otherwise your pilot is dead!



Calm down matey, I'm coming to get you!



You will keep on digging until you find my contact lens. Got that?

REVIEWER

The *Strike* games are one of my all time favourite series of games. They were original, tough and immensely playable and they wasted hours of my younger years. And spill me innards all over the floor with a sidewinder missile, if this one isn't going to do exactly the same. The most immediate thing, you notice is that the feel of the game hasn't changed at all. Just a few tweaks here and there, but this is classic *Strike* stuff. Superb graphics, spot effects and sounds all add to the highly polished product that you see adorning these pages. Friends, go and buy this now. Or don't ever say you're a gamesplayer again!

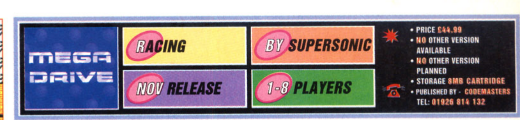
STEVE KEY





RATING — HIGH FIVE!

Strike games get a whole new lease of life, as EA perform the kind of resuscitation usually seen on ER or Casualty. A top quality title!



To keep us all going until *Micro Machines 3*'s release, here's the latest *MM2* upgrade!



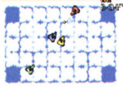
★MILITARY★

The first *Micro Machines* game caused a stir as it proved the theory that gameplay is more important than graphics. *Micro Machines 2* improved on every aspect of the first game, being proclaimed by many as the best Mega Drive game ever. The '96 version added a track editor and new vehicles, while *Military* adds weapons to every vehicle, as well as new multi-player battle modes! Is it possible that this is the best *Micro Machines* yet?

★ ROUND ONE! FIGHT! ★

There are loads of play modes to choose from in *MMM*, including the usual tournament races, time trials, and multi-player modes. As well as these, there is a new battle mode where all the players fight to be last vehicle remaining in a small arena. In multi-player mode this is great fun, shooting and bashing into each other, while in one-player mode you need to last a certain amount of time before clearing the ring.







★ READY! AIM! FIRE! ★

The "*Military*" part of this version of *Micro Machines* means that EVERY vehicle is armed with a weapon, not just the tanks as before. Most have a simple gun on the front, but the speedboats drop mines instead! The guns aren't as deadly as in previous games, as they just cause the victim to spin on the spot, losing a bit of time and direction rather than exploding and losing about two very valuable seconds.





★★ NEW DANGER ★★

There are plenty of cool features to watch out for in *MMM*, including some clever special effects. For example, the firework display area is set at night but lights up whenever rockets are launched into the air! Check out some of these obstacles:

This cricket jumps into the path of cars when someone drives into it!

On one of the farmyard stages this chicken pecks away at the seed, knocking cars flying!

One of the snow levels requires you to get on a floating block of ice and control it over the water!

GOT A NEW MOTAH?

As always, there's a fine selection of vehicles to race, with a few brand new for *Military*. Snow Bikes slide their way around the icy garden; Land Skimmers whizz around the firework display site; and the Warriors fight in the toy room.



The buses chug about the garden.

Watch out for the fireworks!

Here's what the Warriors look like.



The Warriors doing battle!

REVIEWER

I've always been a big fan of the *Micro Machines* games, especially *MM2*. While *Military* uses the same basic game engine, there's something lacking about the graphics, making them look a bit rough compared to the original games. But the control of the vehicles is as good as it ever was, with excellent movement, inertia and speed making for simple but near-perfect handling. Having weapons on all the vehicles makes multi-player games a lot of fun, but occasionally becomes annoying when you get shot off the track by someone a lap behind you! The main point is that *Micro Machines 2* is the best *Micro* driving game, *MM'96* is worth getting for the track editor, and *MMM* is worth getting for the multi-player modes. If you can, get them all. Otherwise stick with *MM2*. Excellent though *Military* is, its predecessors are still better.

ED LOMAS

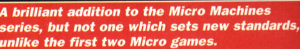
RATING











A brilliant addition to the Micro Machines series, but not one which sets new standards, unlike the first two Micro games.

REVIEW







WAVE RACE 64

- PRICE 9800 YEN (£70)
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- FORMAT: CART + MEM BACKUP
- PUBLISHED BY NINTENDO
- TEL: N/A

After the initial week of very late nights, and answering freaked out phone calls from the 'experienced', CVG once again considers itself in possession of a mind blowing N64 game. Not sure how soon I thought we would have to wait before seeing graphics this realistic on a home system, but getting them so soon is pretty shocking. That water is real – you'll swear it is so! Looking ahead, there's every chance the effects in Wave Race will remain a talking point, long after *Mario Kart* and *F-Zero* have blown us away further. The reflective water surface is a wonder to see, especially in the nighttime setting of Castle City where the neons shine onto and from beneath of the satin waters. Even beneath the waves there is amazing detail: Initially the dolphins playing in the sea is considered fine attention to detail, then you notice the tiniest of fishes dancing about down there too! In the final course – Southern Island – the sandy shore is seen to slope away into darkness. It's almost too incredible! Three gameplay options: Championship, Time Attack, and Score Attack, makes it difficult to know where to begin the quest for expertise. Could this be too good to be true? Well, after our extensive play testing of the game at CVG we have hit on the conclusion that each gameplay option is slightly stunted In the Championship, all the circuits remain exactly the same, apart from the obstacles placed to make the going more or less difficult. Though it's refreshing to attack them all in reverse after completing the game on the Expert difficulty, it's hard to ignore the fact that these are the exact same places you visited in the earliest races. The stunts in Score Attack are cool, but there are only so many permutations before this one player game loses its big draw too. The two-player game is definitely fun – but it's not a championship race, so loses the unpredictability of the classic Mario Kart. Petty reasons for finding fault. Still that's how it is. I love this stunning game. But it isn't flawless.

PAUL DAVIES













SWIV 3D









The original *SWIV* appeared on just about every home computer, then on the SNES and most recently, the Mega Drive. *SWIV 3D* is quite different from any of the previous versions, playing more as a search and destroy game more than just plain old shooting. The graphics are surprisingly fast and smooth with some excellent special effects (a massive ripple flowing through the level, for example), though the vanishing point is a little close at times. There's always something to do, something to shoot, and the controls work fairly well, it's just that it doesn't do anything that you haven't seen before. Unfortunately, this means that it's not going to get anyone particularly excited. If you want this type of game, you'll be perfectly happy with *SWIV*, but it's certainly nothing special.

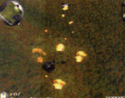
ED LOMAS

- PRICE £29.99
- NO OTHER VERSIONS PLANNED
- LOADS OF VERSIONS AVAILABLE
- FORMAT: 1 CD
- PUBLISHED BY SCI
- TEL: 0171 585 3308









Any fans of the original SWIV will be hard pushed to recognise it in here!





WORLD SERIES BASEBALL 2









Baseball games always have a problem with the UK press – noone knows anything about the sport and are therefore immediately disinterested. For a baseball video game to do well here, it has to be easy to play, fun, and not be too statistic-heavy, and that's just what *WSB2* is. The graphics aren't fantastic, using the standard view for most of the time, then switching to a floating camera when the ball is hit, but they're smooth and clear enough. The controls are also very simple – just two buttons and the D-pad control pretty much everything, with only another few commands required to master the whole thing. There are lots of options, including leagues, cups and a home run derby for up to 8 players, meaning that it'll last. *WSB2* is the best baseball game I've played, and is a lot of fun even for us here in the UK.

ED LOMAS

- PRICE £39.99
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- STORAGE 1CD
- PUBLISHED BY SEGA
- TEL: 0181 996 4620



If you've never been into videogame baseball, *WSB2* will change your opinion!



TETRIS ATTACK

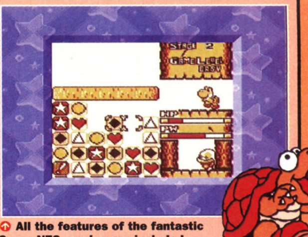
GAME BOY

A perfect game for the Super NES becomes THE perfect game for Nintendo's portable. This is yet another genius puzzle game, in this case using the premise of blocks marked by five different motifs in various shades of monotone. The idea is to match three or more of these blocks, so that they disappear. Once you're confident, and the skill comes, there are advanced techniques such as chain reactions and combinations which score big points. All five options from the Super NES original are here, ranging from Endless, which doesn't stop until you lose, to the classic Puzzle where players must clear the screen within a set number of moves. As a one-player game this is a brilliant companion. When two players go head to head it's phenomenal.

PAUL DAVIES

- PUZZLE GAME
- OUT NOV
- BY NINTENDO
- 1-2 PLAYERS (LINK)

- PRICE £24.99
- NO OTHER VERSION PLANNED
- SNES VERSION AVAILABLE
- FORMAT: CART + MEM BACKUP
- PUBLISHED BY T.H.E. GAMES
- TEL: 01703 653 377



All the features of the fantastic Super NES version are included.



DONKEY KONG LAND 2

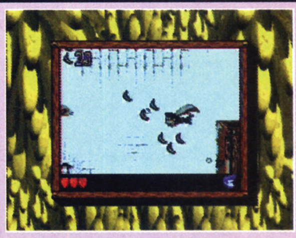
Essentially the same game as *Donkey Kong Country 2* on the Super NES – except the cool interaction between the two characters is gone. As a consequence some of the puzzles have had to be adjusted, and others are removed altogether. Regardless *Donkey Kong Land 2* is a very clever platform game and is a worthwhile progression over the original. Each course is expertly designed to always have players on the look out for 'something' – whether it's a bonus barrel, or another Kremcoin to access the secret world. All the animal helpers have made it over too, there's even a mouse cart section which is completely new. *Donkey Kong Land 2* is arguably the best platform game on Nintendo's handheld. The only problem is you're being short-changed if you already own *DKC 2* on the Super NES.

PAUL DAVIES



- PLATFORM
- OUT NOV
- BY NINTENDO
- 1-2 PLAYERS (LINK)

- PRICE £24.99
- NO OTHER VERSION PLANNED
- SNES VERSION AVAILABLE
- FORMAT: CART + MEMORY BACKUP
- PUBLISHED BY NINTENDO
- TEL: 01703 653 377



Only buy this great Game Boy title if you don't already own Super NES DKC2!





ROBO PIT

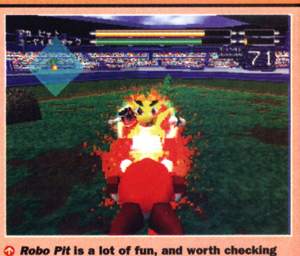
The basic idea here is a cross between Namco's *Cyber Sled*, and Sega's *Virtual On*, adapted to an attractive 'toy' robot scenario. Before entering the combat arena, players may choose to custom build their robot, selecting chassis type, style of arms (incorporating weaponry), and colour. You can even give it a name. From here players either go head to head, presented as a horizontally split screen, or against the CPU which is presented full screen. Where it gets interesting is the idea that the victor gets to steal the defeated robots arm/ weapon. This way, especially in the one-player situation, your fighter gets more and more powerful until the final confrontation. A cool idea. Of course Robo Pit's biggest problem is that *Virtual On* is many times its superior. And it's nowhere near as slick as *Cyber Sled*.

PAUL DAVIES



- ROBO COMBAT
- OUT NOV
- BY ALTRON
- 1-2 PLAYERS

- PRICE £35.99
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- FORMAT: 1 CD
- PUBLISHED BY THQ
- TEL: 01372 745 222



***Robo Pit* is a lot of fun, and worth checking out. However don't expect anything amazing.**



ROBOTRON X

The classic Eugene Lacey shoot 'em up successfully revised by 3D technology for a new audience. It's still a plan view, one screen situation, only now all the characters are polygons. The new presentation allows for *Tempest 2000* style 'psychedelic' techniques, zooming in and around the action for dramatic effect. Unlike the awesome Tempest remix, Williams haven't added anything extra in the way of bonus stages and such. Control remains eight-way directional fire, handled by the top four buttons, and eight-way directional movement for the main character. Enemies are many, and therefore just a faceless mass to wade through – making this a kind of meditation exercise as much as anything else. Fans of the original *Robotron* all go crazy for it. Everyone else may find the repetitive nature of Robotron outdated.

PAUL DAVIES





- SHOOT EM UP
- OUT NOV
- BY WILLIAMS
- 1 PLAYER

- PRICE £44.99
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- FORMAT: 1 CD
- PUBLISHED BY GT
- TEL: 0171 258 3791





The action remains exactly the same as the classic *Robotron* – cool, but basic.

UNBELIEVABL

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NTENDO 64

Boasting one of the greatest video games ever written, the Nintendo 64 certainly lives up to the hype. The three main titles available at the time of going to press are all breathtaking and unique: *Mario 64*, *PilotWings 64*, and *Wave Race 64*. Later this year we are expecting to be knocked senseless by *Mario Kart 64*, and then *F-Zero* closer to Christmas. The most advanced piece of gaming kit on earth.

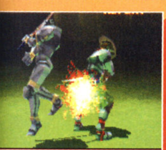


URN

Your ticket to the best 32-bit soccer game available – probably even the best console soccer game, period! Saturn is the second port of call for all the major Sega arcade games, such as the godly *Virtua Fighter 2*, *Sega Rally*, *Fighting Vipers*, and *Virtual On*. There isn't the same quantity of games released month on month for the UK Saturn as there are PlayStation, but the quality is second to none.

PLAYSTATION

Tekken 2, *Resident Evil*, *Formula One*, and *Wipeout 2097*! What the heck kind of decision are you expected to make here! Just as Sega's AM titles are warmly received on Saturn, PlayStation owners get near perfect conversions of the Namco games. It's also fair to say that without Psygnosis, PlayStation would be without a couple of its major assets. Lots of choice to suit all needs too.





THE QUESTIONS

1. Name the 32-bit Sega Console named after a PLANET.

____

2. Which ONE of the following machines would you like to win? (Don't answer more than one or your questionnaire won't qualify for the competition!)

❑ **Nintendo 64** ❑ **PlayStation** ❑ **Sega Saturn**

We'd also be grateful if you would answer the following questions, to help us make sure we provide you with the best possible magazine.

3. Which of the following machines do you currently own, or have access to:

	Own	Have Access
Sega Mega Drive	❑	❑
Sega Saturn	❑	❑
Nintendo Super NES	❑	❑
Nintendo Game Boy	❑	❑
IBM-PC Compatible	❑	❑
Sony PlayStation	❑	❑
Other (please specify)		

....

4. Which of the following machines do you intend to buy?

- Sega Mega Drive ❑
- Sega Saturn ❑
- Nintendo Super NES ❑
- Nintendo Game Boy ❑
- IBM-PC Compatible ❑
- Sony PlayStation ❑
- Other (please specify)

....

The information gathered in this questionnaire will be used only by CVG or Planet Distribution.

5. Which of the following video game magazines do you read at present?

- Games Master ❑
- Edge ❑
- EGM ❑
- EGM2 ❑
- Game Fan ❑
- Other (please specify)

....

6. How often do you buy games?

- Never ❑
- 2 per year ❑
- 1 every two or 3 months ❑
- 1 per month ❑
- 2 or more per month ❑

7. Name: ....

7. Sex: **M** ❑ **F** ❑

8. Date of Birth: ....

9. Address: ....

....

....

Occasionally CVG or Planet may wish to send you information on products or services that may interest you. If you do not wish to receive this information please tick the box. ❑

COMPETITION RULES

1. To be eligible for entry into the prize draw entrants must send a 25cm x 18cm SAE envelope with stamps to the value of 31p.

2. All entries will be seperated into 3 categories determined by the preferred machine stated on the entry form.
•The first correct entry drawn from the Nintendo category will win a US Nintendo 64.
•The first correct entry drawn from the PlayStation category will win a UK PlayStation.
•The first correct entry drawn from the Saturn category will win a UK Sega Saturn.

3. In the second prize draw the first correct entry drawn from each of the above console categories will each win the preferred game as staed in their entry. Games are subject to availability.

4. The next 10,000 correct entries will receive a free gift.

5. The closing date for all entries is 17th January 1997.

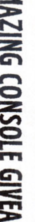
6. The Editor's decision is final and no correpondence will be entered into.

7. We regret that this competition is only open to UK residents.

8. Employees of Emap plc, and their friends and families are not eligible for entry.

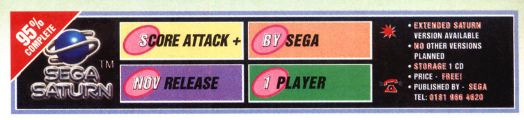
9. Prizes are as stated and no cash alternative will be provided.

10. No purchase necessary.



NEW GAMES





We didn't suppose a game could get more magical and original than *NiGHTS*. But one just has, and no one is more surprised than the staff at Sega! Merry Christmas, Saturn fan. Time to Link and be merry!

A little over eight weeks before your laying eyes on this article, Yuji Naka, creator of Sonic the Hedgehog and *NiGHTS*, presented Sega with an idea. He brought with him a specially designed version of his pride and joy – an arranged edition of *NiGHTS* by Sonic Team which he hopes will reward every Saturn owner across the globe. Incredibly he wants to give this away FREE! Before revealing how to obtain your gratis copy of the year's most original piece of software, we should explain more of what it's about. Which is difficult, as the excitement is so tangible you could power the UK's Christmas Lights with it!





SPECIAL 'FREE' VERSION OF NiGHTS FOR CHRISTMAS!



WHY DREAM?

First Naka-san requests that two full levels of *NiGHTS* be made available as a playable demo*, now he wants people to own the experience for free. What is going on?! Well, here at CVG, we appreciate wholeheartedly his intentions. *NiGHTS* isn't the kind of game you get the measure of in the space of five or ten minutes. As anyone who already owns and loves the game will tell you, getting the most from *NiGHTS* involves practice and, above all, long-term experience. Only way you're going to get much of that is by owning the game in some form or another. Far from dissuading people from seeking to own this majestic game in its entirety, we imagine Naka-san knows that by giving players a real taste of *NiGHTS* he's guaranteed to leave them longing for more. And with *Christmas NiGHTS*, the flavour is even more delicious!

SEARCH FOR A STAR

With this special version of *NiGHTS* comes an all-new, festive story. It's Christmas, and Claris is shopping for presents with Elliot. So is everyone else! Making their way to the centre of Twin Seeds, they notice how the town's clock tower resembles a Christmas tree. Only thing is, it's missing a star. So the kids join with *NiGHTS* to find it. This intro sequence is presented as a series of stills, rather like paintings, though there is a magical glistening effect playing over it.











Party Poppers replace speed bumpers!

In place of the usual rings there are decorative garlands!



Nightopians all wear Santa Claus outfits. Wow!



Check out the new Ideya Cage. There's candles too.

TWAS THE *NiGHTS* BEFORE CHRISTMAS

Just like the full-length version of *NiGHTS*, this special edition responds creatively to the internal clock setting of the Saturn. With the time and date set correctly, and playing the game at any time before the end of October, the basic free game on the CD is *NiGHTS [Short Version]*. This being the Spring Valley stage in its original form, plus the confrontation with Gillwing which follows. Everything is almost exactly as you would find it under normal circumstances.





***NiGHTS [Short Version]* is slightly enhanced too.**

NEW GAMES

* Recently used to promote 'Sega Saturn Magazine' in the UK, and now available FREE with the 'Club Saturn' music CD.



JINGLE BELLS JINGLE BELLS...

Like we said, "Merry Christmas"! Bet you cannot believe what you're seeing here! From November 25th until the December 26th, this is the version of *NiGHTS* every Saturn owner can enjoy. It's still Spring Valley, but look how it has changed: Everywhere is covered in snow – or, more likely, icing sugar; NiGHTS' Ideya Palace has become a Christmas Cake; Chip Cages are now gift wrapped; and all the little Nightopians wear Santa Claus outfits. Best of all NiGHTS' usual purple outfit is replaced by a snazzy red one. There are even white bobbles on the tips of the hat. AND when NiGHTS comes to rid Nightopia of Gillwing, players discover that this creature's lair is loaded with decorations too – Christmas presents and all!





In *Christmas NiGHTS*, Gillwing guards the star which belongs on top of the tower in Twin Seeds (Elliot and Claris' home town). Visit him the second time around, having already completed the game with one of the children, and the star is seen resting on top the centre spike.





The two children dress in Santa Claus clobber for *Christmas NiGHTS*. See how the character select screen differs between the two versions. Claris even wears her hair differently for the occasion.





Christmas trees replace the Ideya Prisons. When they explode, they fall to the ground and lay there instead of disappearing.



Until December the 1st, the option screen is missing the Christmas prefix – *Christmas* Dream, *Christmas* Presents, etc.

JINGLE ALL THE WAY

While enjoying the marvellous new graphic touches, players are also treated to several original music pieces from Sonic Team. One of these is lifted from the *NiGHTS Original Soundtrack*, which is currently only available in Japan (Sega should release it over here, it's awesome!). Gillwing terrorises to a remix of his theme, and Spring Valley rings to the tune of 'Jingle Bells', arranged as only Sonic Team know how! We'll leave the rest as a surprise.



"Jingle Bells" is streamed from the CD, so remains unaffected by Cybersound – a technical feature which constantly remixes the music in original *NiGHTS*.

PRESENTS – LOADS OF 'EM!

Here comes the really exciting part. Or should that be parts – 24 to be exact. We're talking about the Christmas Presents List of your dreams! To access these surprises, players first need to complete the game. After Gillwing is defeated, a concentration game is presented – find the matching pairs and the secret baring the associated icon is revealed. The more times you complete the game, the more chances you have of unveiling more secrets. Seven are referred to by Sonic Team as major! You'll discover soon enough what they mean. Here's a selection.

• KARAOKE → MAJOR PRESENT



Sing along to "Dreams Dreams"! Lyrics are printed on screen, over the game demo, as the tune plays in the background – minus the voices. Cue you!



• CHRISTMAS CAKE

Browse the mad-cap 'promo' world of *NiGHTS* – posters, hats, watches, and just about everything else you could slap a NiGHTS chara and logo onto.

• SUMMER SPECIAL

"Message from Nightopia" (up-beat 'Replay' music) kicks in, and we are treated to a techno-style video clip featuring the game and weird trance images.

• NiGHTS MUSEUM

Accounts for at least ten of the presents. Open these to marvel at the exquisite *NiGHTS* CG artwork, such as Jackal pictured here.

• LINK ATTACK → MAJOR PRESENT

Aim to form the longest possible Link. Potentially this is infinite, as there is no time limit. Wonder how high that counter goes?!





• SONIC → MAJOR PRESENT

Oh yes! Sonic is in here! We've seen him. Played as him too! He looks similar to his *Sonic the Fighters* incarnation, any more than that we're not telling...







From the end of October until November 25th it's *Winter NiGHTS!*

YOUR OWN COPY OF CHRISTMAS NiGHTS

As the news from Sonic Team came as such a surprise to even Sega, plans for the game aren't entirely set. At the time of going to press, this is Sega Europe's plan: In the run up to Christmas, anybody who buys a Saturn will receive *Christmas NiGHTS*. Also current Saturn owners will receive *Christmas NiGHTS* if they buy one or two top Sega releases – *Fighting Vipers, World Wide Soccer*, etc. The deal is probably only going to work with the larger retailers such as HMV, EB, and Virgin. Numbers are limited too, so you really should ask your retailer to make sure you get one!

THERE'S SO MUCH INSIDE...

As you can see, *Christmas NiGHTS* is pretty unbelievable. And we've only shown you a fraction of what's in store! Fans are promised many more surprises, most of which we know nothing about, so couldn't tell you even if we wanted to. We'll leave you to dream about what they all might be...













NEW GAMES

Only one page of small New Games this month, to make way for our amazing *Christmas NiGHTS* exclusive. But never fear, next month's special issue will be even more packed than usual!






ARCHIMEDEAN DYNASTY

FORMAT: PC CD-ROM
BY: BLUE BYTE
STYLE: ADVENTURE
DUE: DECEMBER

It's the 21st century (look, just pretend okay?) and the Earth's surface has been destroyed by nuclear war again, leaving the survivors to set about creating a new world in the only safe place left – under the ocean! You play a mercenary, taking on missions to earn yourself money, enabling you to upgrade your sub. This is done partly by travelling around to various underwater cities talking to people, and partly by controlling your sub in real-time with some excellent 3D graphics. All of the intermissions and backgrounds are very smooth rendered sequences, and the sub sections look excellent, with high resolution graphics running at over 60 frames per second!

EXHUMED

FORMAT: PLAYSTATION, PC CD-ROM
BY: LOBOTOMY
STYLE: CORRIDOR
DUE: DECEMBER

The Saturn version of *Exhumed* was quite a surprise. While it starts off looking like a standard *Doom* rip-off, it soon becomes clear that it's actually one of the best 3D corridor games around, getting very close to the awesome *Quake* for one-player fun! And you don't just play the levels through in order – you can choose which way to go through the game, returning to old levels whenever you feel like it, using artifacts to find hidden sections. The PlayStation version promises to be almost identical, maybe even bettering the Saturn's excellent graphics, keeping the ingenious level design and control the same, while the PC version looks even better! While you may think that *Final Doom* is state-of-the-art for your PS, you should really be looking forward to this. We certainly are.



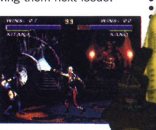



***Exhumed* on the PC looks particularly nice, mainly thanks to the high resolution mode. Also, mouse control is a lot better than with joypads.**

ULTIMATE MORTAL KOMBAT 3

FORMAT: SNES, MEGA DRIVE
BY: ACCLAIM
STYLE: FIGHTING
DUE: NOW (USA), NOVEMBER (UK)

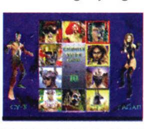
While the title of the game may be *Ultimate Mortal Kombat 3*, this has more in common with *Mortal Kombat Trilogy*. As well as having all of the characters, Rain and Noob Saibot are playable on top of *Ultimate*'s three hidden fighters, and even Brutalities have been added! As you'd expect, the graphics aren't as hot as the 32-bit versions with quite a bit of background detail and fighter animation lost, but it plays as well as you could hope. Both versions have recently been released in the USA and we'll be reviewing them next issue.

WAR GODS

FORMAT: PLAYSTATION
BY: GT INTERACTIVE
STYLE: 3D FIGHTING
DUE: SPRING '97

War Gods' big claim is that it's one of the first "true" 3D fighting games. The arcade version features a big flashing green 3D button which when held, lets players move in and out of the screen, as well as activate variations on existing moves. As you'd expect with it coming from the same people as *Mortal Kombat*, it plays similarly, with digitised characters and the usual sort of moves. You can expect teleports, harpoons, fireballs, blood, and even finishing moves! The PlayStation version is currently looking fairly close to the arcade original, but still has a long way to go. We'll keep you posted.




ROCKET JOCKEY

FORMAT: PC CD-ROM
BY: ROCKET SCIENCE
STYLE: RACING COMBAT
DUE: NOVEMBER

Riding custom-built, super-fast rockets the Rocket Jockeys present a completely original line in 'futuristic' racing. These crazy craft are so fast yet aerodynamically appaling that directing them is very tricky. In order to take a sharp turn in any direction, jockeys fire out cables which attach to poles inside the arena. The closer they are to the pole at the time, the quicker the turn. Given this weirdo control system (which is quite easy to manage) there are three events to attempt: Rocket Ball, similar to polo; Rocket War, in which jockeys use their cables to trip and injure opponents; and Rocket Racing, which is just flat out speeding. There's a network option for the PC. A PlayStation version is due not long after. We think this could be very cool.



Jockeys use their cables to form clotheslines, which knock competitors from their saddle. Cables are also used to drag rivals, cowboy-style, behind the rocket!

STREET FIGHTER ZERO 2

FORMAT: SNES
BY: CAPCOM
STYLE: FIGHTING
DUE: NOVEMBER (JAPAN)

It came as quite a surprise to find out that *Street Fighter Zero 2* was coming to Super NES, but it came as even more of a shock when we played it! Obviously a lot of animation is cut and the sprites are smaller, every feature from the arcade game's been included – All 18 characters, all the moves, the custom and super combos, and most of the background detail (including Nash's hovering Harrier Jet). The early version we played was slightly slow, but speed settings are being incorporated into the final game. And one thing it's got over the Saturn and PlayStation versions is that there's no loading time, being on cartridge! *Street Fighter Zero 2* is out in Japan soon, and we hope to be reviewing it next issue.




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KILLER INSTINCT AND F - ZERO	**34.99**
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MORTAL KOMBAT 3	39.99
PGA TOUR GOLF	19.99
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SECRET OF EVERMORE	42.99
SIM CITY 94%	24.99
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SUPER TENNIS	19.99
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BRIAN LARA CRICKET 96 85%	32.99
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EVERYBODY'S GONE... WAVERACING!!

BROKEN TEETH? CHECK! DISLOCATED JAW? CHECK! BLISTERED FEET? CHECK! RECKON IT'S TIME TO LOSE THESE SPECS!

GOON SHOW STUNT SPECTACULAR!

With *WaveRace* finally splashing onto Nintendo 64, we decided to find out if it's as realistic as it looks. Nothing to do with Tom, Jaime and Phil going on holiday to Tenerife at all!

Jetskiing. Surely one of the ultimate high-speed sporting thrills. For a coward. After all, it's like bombing a motorcycle across rough terrain without the fear of splattering yourself on the ground. At least, that's what we reckoned, or we wouldn't have got on the things.

For the equivalent of twenty-five quid, we got the chance to race around for 20 minutes. Expensive stuff, but worth every penny. Three floating buoys, set out as a massive half-mile triangle, identified the course. All we had to do was race around the outside of them for about 10 laps and not go the wrong way. Rules which were immediately broken when Tom drove straight through the middle of the triangle (accidently, of course), and spun his jetbike round in little circles (not accidently).

THE NAME'S SMITH, JAIME SMITH. HOW 'BOUT YOU GET OUT OF THEM WET THINGS.

And what's it like? Pretty much like bombing a motorcycle across rough terrain without the fear of of splattering yourself on the ground. You can power the machine along at continuous top-speed, even around the bends. In fact, extra power is essential to corner tightly – a bizarre technique that *Waverace 64* replicates well. *Waverace*'s superb pounding waves however, don't capture quite how pounding they are in reality. Riding over a big wave or, better still, smashing headlong into one, really shakes your bones. And you can't see a thing with all the spray hitting your face!

As for performing thrilling stunts – we did manage to stand on the seat and ride one-handed!

If you ever get the chance to pilot a jetski, we thoroughly recommend it. For those of you who aren't planning a beach resort holiday soon – providing you can put up with the colder climate – you can still jetski by joining a watersports club. Even the hydrophobic among you can get a slice of the action now. Konami, Namco and Sega are all releasing Jetski coin-ops of their own. In fact, Sega's *Waverunner* machine is based on the same Yamaha Waverunner Jetbikes we rode. The cabinet even uses an identical full-size jetbike! And, with N64 *Waverace*, of course, you can jetski from the comfort of your armchair!

↑ Phil had to shave the fur from his body, so he could masquerade as a human here.



→ Jaime is used to this position. His toilet has handlebars too.

If you're interested in jetskiing, here's a few watersport clubs. Prelimited in Cannock on 01543 505084. Shore Watersports in West Sussex on 01243 672315. Or Triple S Watersports on 01795 663531.

THIS REMINDS ME OF WHEN I WUS IN PLANET OF DA APES. I WUS ON A HORSE THEN.

↑ The Jetskis featured in *Waverace 64* are Kawasaki machines. This real-life 99ZXi has an ultra-compact, ultra-powerful three cylinder 891cc engine. It's extremely stable with a turning circle of 22.5 degrees. And it's even got a boot! If you want one, it'll set you back around £7500.

FEATURE

UNMATCHED

SEGA WORLDWIDE SOCCER 97

'THE GAMEPLAY IS JUST ABOUT THE BEST I'VE SEEN IN A FOOTBALL SIM'

SEGA SATURN MAGAZINE **94%**

'THE BEST 32-BIT FOOTBALL GAME YET'

C&VG **5/5**

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The Computer and Video Games FREE Pull-out Guide

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December 1996

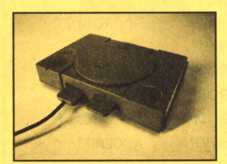
FREEPLAY

Issue 8

•stop press•

£ £ £ CONSOLE £ £ £ BARGAIN EXPLOSION!!

This Christmas promises to be the big one for console sales, and clearly the big chain stores are keen to capitalise on it with the help of super-value bundle packs. We thought they'd be of interest to you, especialy if you're on the look out for a console this Christmas. So here are the main retailer packs, as reported last month in industry newspaper, Computer Trade Weekly.
DIXONS are selling the PlayStation with a memory card, extra controller and four games (*Olympic Games, Worms, Alien Trilogy* and *Thunderhawk 2*). All for £319.95. They also have a Saturn pack with *VF2, Sega Rally, Olympic Soccer, Alien Trilogy*, the Arcade Racer steering wheel and a second joypad, for £319.95. These come with £100 of discount vouchers and six-months interest-free credit.
BEATTIES have a PlayStation deal with six games included – *Ridge Racer, Tekken, Worms, Thunderhawk 2, Theme Park* and *Rayman*, for £299.99.
TOYS 'R' US are doing a PlayStation pack with *Worms, Doom, True Pinball* and *Zero Divide* for £249.99
A Saturn, extra pad, Sega Rally, WipeOut and Virtua Fighter is £198.
COMET's smaller pack only includes two games, however one of them is the awesome *Tekken 2*, packed in



with *Ridge Racer*, for £274.97
BLOCKBUSTER are offering a PlayStation with carrycase and *Mortal Kombat 3* for £199.
Most of these are PlayStation bundles. However Sega have released their own Christmas deal, packing a Saturn with the brilliant *Worldwide Soccer* for £229. Sony are also doing one-game-packed-in deals – *Tekken, Extreme Sports, Wipeout* etc – for £229. Meanwhile HMV are including *Alien Trilogy* with Saturns, and Track and Field with PlayStations, for only £219.99.
As far as industry opinion goes, these deals are a good thing, being considered far preferable to dropping console prices more. Providing, that is, the deals aren't *so* good, they prevent buyers from getting more games.
What's our opinion? Well, if the games included in the deals appeal to you, they're certainly good value. However, we don't think *Olympic Games, Worms* and *True Pinball* are the best games you'd want to spend your money on. In fact, saving your money and going for the smaller packs (HMV's PlayStation with *Track and Field*, for example) seems more sound, leaving you money to get another game you really want. Still, the choice is out there.

US GET SEGA NETLINK!

On the 31st of October, Sega's NetLink add-on for the Saturn was released in America. And Sega reckon it'll draw in 100, 000 sales before the end of the year.
Priced at $200, this system allows Saturn users to browse the Net using Sega's 32-bit console. However, Sega have bigger plans for the system. Currently, they're working on head-to-head and multiplayer systems to be incorporated into future games. The first to accomodate it is *Sega Rally Championship*, a NetLink-enhanced version of which, is to be released in the first quarter of 1997. Other software houses currently said to be working on NetLink projects, include Capcom and GT Interactive – the publishers of *Quake*!
People renting the NetLink are currently being offered three days free Internet use through the Concentric group. Those who want to buy a Saturn with NetLink will be able to get a full package – including browser software, keyboard and *Sega Rally* – for $499.

BY THE WAY...

Chart Track – an organisation that calculates sales figures of consoles, based on the results from all the big retailers – have just released UK figures of both major systems' sales. And here they are. PlayStation – 167,000. Saturn – 72,000.

RED-HOT, BUT TINY RUMOUR BOX!

With a *Final Fantasy VII* craze currently sweeping across Japan, following the preview disc included with *Tobal No.1* (a disc which, incidently, is going to be included with the US version of *Tobal*), rumour has it Sega have a massive project of equal proportions up their sleeves. It is an RPG and is supposed to be based on a popular Sega brand – more specifically *Sonic, Virtua Fighter* or *Panzer Dragoon*. Incidently, *Panzer Dragoon Mini* is coming to the Game Gear. It resembles *Panzer Dragoon Zwei* and looks like it's 3D!



READERS MOST WANTED CHART

More of your pathetic little dreams...

1	NINTENDO 64	UK
2	STREET FIGHTER 3	ARCADE
3	VIRTUA FIGHTER 3	SATURN
4	QUAKE	SAT/PS
5	RESIDENT EVIL 2	PS
6	MORTAL KOMBAT 4	ARCADE
7	TEKKEN 3	PS
8	MARIO 64	N64
9	MARIO 64 2	N64
10	MARVEL SUPERHEROES	PS

Other, more interesting, demands included *NiGHTS 2*, Any footy game for N64, *Bug 2* (grief), Sega to do for Saturn what Sony do for PS (whatever that means), SegaWorld bankruptcy (yikes!), CVG issue 181 (prrp) and a driving game using Model 3. Keep sending them in. Remember, if you don't, we crap on your letters and throw 'em at the wall.

Contents

computer and video games OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**1**	**FORMULA 1**	**PLAYSTATION**	**PSYGNOSIS**
2	2	QUAKE	PC CD-ROM	GT INTERACTIVE
3	NE	FADE TO BLACK:CLASSICS	PC CD-ROM	EA
4	4	FORMULA 1 GRAND PRIX 2	PC CD-ROM	MICROPROSE
5	7	BUST-A-MOVE 2: THE ARCADE	PLAYSTATION	ACCLAIM
6	3	RESIDENT EVIL	PLAYSTATION	VIRGIN
7	NE	TRANSPORT TYCOON&EDITOR	PC CD-ROM	MICROPROSE
8	8	THEME PARK: CLASSICS	PC CD-ROM	EA
9	17	CIVILISATION 2	PC CD-ROM	MICROPROSE
10	13	WARCRAFT 2	PC CD-ROM	ABLAC
11	5	NiGHTS (PLUS CONTROLLER)	SATURN	SEGA
12	6	Z	PC CD-ROM	VIRGIN
13	NE	COMMANCHE: CLASSICS	PC CD-ROM	EA
14	NE	PGA 486: CLASSICS	PC CD-ROM	EA
15	12	RETURN OF ARCADE (WINDOWS)	PC 3.5	MICROSOFT
16	RE	BUBBLE BOBBLE&RAINBOW ISLANDS	SATURN	ACCLAIM
17	16	LITTLE BIG ADVENTURE: CLASSICS	PC CD-ROM	EA
18	11	COMMAND&CONQUER	PC CD-ROM	VIRGIN
19	RE	DOGZ	PC CD-ROM	MINDSCAPE
20	14	ALIEN TRILOGY	PLAYSTATION	ACCLAIM

JAPANESE MULTI-FORMAT SALES TOP 10

1	SMASH COURT	PLAYSTATION
2	FIGHTING VIPERS	SATURN
3	SF ZERO 2	SATURN/PLAYSTATION
4	POCKET MONSTER	GAMEBOY
5	COOL BOARDERS	PLAYSTATION
6	WORLD STADIUM EX	PLAYSTATION
7	??	SATURN
8	ARC THE LAD	PLAYSTATION
9	TOBAL NO. 1	PLAYSTATION
10	SAMURAI SPIRITS 3	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	NiGHTS	SATURN
2	WORLD SERIES BASEBALL 2	SATURN
3	RESIDENT EVIL	PLAYSTATION
4	TRIPLE PLAY 97	PLAYSTATION
5	FADE TO BLACK	PLAYSTATION
6	NAMCO MUSEUM VOL 1	PLAYSTATION
7	NFL GAMEDAY	PLAYSTATION
8	JUMPING FLASH 2	PLAYSTATION
9	SIM CITY 2000	PLAYSTATION
10	WORLD SERIES BASEBALL 96	GENESIS

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1.	**QUAKE (AGAIN)**	**PC**
2.	STREET FIGHTER ZERO 2	SATURN
3.	WAVE RACE 64	N64
4.	WIPEOUT 2097	PLAYSTATION
5.	FIGHTING VIPERS	SATURN

SUPERFUN!

QUAKE

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These charts have nothing to do with the sales of the games, they're just what we recommend you get this month.

SATURN UK TOP 5

1 WORLDWIDE SOCCER	SEGA
2 FIGHTING VIPERS	SEGA
3 NiGHTS	SEGA
4 STORY OF THOR 2	SEGA
5 TOMB RAIDER	CORE

SATURN IMPORT TOP 5

1 VIRTUAL ON	SEGA
2 VIRTUA COP 2	SEGA
3 FIGHTING VIPERS	SEGA
4 STREET FIGHTER ZERO 2	CAPCOM
5 SAMURAI SPIRITS 3	SNK

PLAYSTATION UK TOP 5

1 WIPEOUT 2097	PSYGNOSIS
2 DDERBY 2	PSYGNOSIS
3 FORMULA 1	PSYGNOSIS
4 TEKKEN 2	NAMCO
5 FINAL DOOM	GT INTERACTIVE

PLAYSTATION IMPORT TOP 5

1 SOUL EDGE	NAMCO
2 STAR GLADIATOR	CAPCOM
3 ZERO DIVIDE 2	ZOOM
4 COOL BOARDERS	UEP SYSTEMS
5 SMASH COURT TENNIS	NAMCO

PC TOP 5

1 C&C: RED ALERT	VIRGIN
2 QUAKE	GT INTERACTIVE
3 MDK	INTERPLAY
4 SYNDICATE WARS	BULLFROG
5 F1 GRAND PRIX 2	MICROPROSE

NINTENDO 64 TOP 3

1 MARIO KART R	NINTENDO
2 WAVE RACE 64	NINTENDO
3 SHADOWS OF THE EMPIRE	NINTENDO

MEGA DRIVE TOP 3

1 SONIC 3D	SEGA
2 MICRO MACHINES MILITARY	CODEMASTERS
3 ISS DELUXE	KONAMI

SUPER NES TOP 3

1 TETRIS ATTACK	THE
2 KIRBY SUPERSTAR	THE
3 WHIZZ	TITUS

ARCADE TOP 5

1 VIRTUA FIGHTER 3	SEGA
2 X-MEN VS. STREET FIGHTER	CAPCOM
3 TOURING CAR	SEGA
4 GTI CLUB	KONAMI
5 STREET FIGHTER GAIDEN	CAPCOM

✱ TOP 10 OFFICE TOYS ✱

1. A radio-controlled Mario Kart with chattering skull and a rubber brain sellotaped on the top
2. Spinning Karate Fighters game
3. Masked Rider's talking bike ("Alright, let's go!")
4. Devil puppet with missing foot
5. Swinging monkey with one ear
6. ET body with Mario's head'
7. Punisher body with Smurf head
8. Coffee carton with squeaky snake inside
9. Duke Nukem 'Nerf' guns
10. Ant and Dec face masks

From the radio-controlled Mario Kart ↑

Dave Kelsall's Retro Computer Cabin

Hello... it's the MicroGoblin here, and as you can see I've been scouring through ancient issues of CVG to find you another collection of crusty old videogame classics.

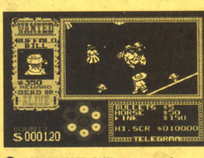
SPECTRAL INVADERS was the first ever commercially produced game for the Sinclair Spectrum, *SPACE WARP* was the first on the BBC and *VIC MEN* for the VIC 20. These groundbreaking games were the creation of David Lawson who would eventually go on to set up the computer games label IMAGINE - The Name Of The Game. When the Spectrum first appeared, all the software houses were racing to get the first game on sale and David was Bug Byte's (the people behind *MANIC MINER*) main hope in this race. After thirteen failed production models he managed to write *SPECTRAL INVADERS* (a *SPACE INVADERS* clone) from a pre-printers copy of the Spectrum users manual and luckily it turned out to be a pretty decent blast. David's talent for arcade rip offs was to pay off again for Bug Byte when he wrote *VIC MEN*, for the recently released Commodore machine. Unfortunately the game was withdrawn in the face of a threat of legal action by ATARI (Nooooooh, not NAMCO) —the holders of the *PACMAN* copyright. I find this quite unbelievable as the majority of early home computer games were blatant arcade copies.

David Lawson: sitting in Paul's bedroom!

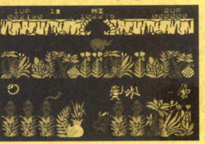
VIRUS is a flinking awesome lightning fast shoot 'em up that takes place over a beautiful 3D patchwork landscape which undulates below as you pilot your heavily armed hovercraft across its surface. Your mission – to defend the planet against waves of attacking alien space ships, that are intent on polluting the landscape by spraying it with a deadly red virus. Flight control is via the mouse and its not very easy to begin with because its based on the principle of a 'central mouse position'. The direction and distance you move the mouse away from this position determines the 'compass direction' the craft will face, and its angle of dip to the ground... waffle... drone... yeh well anyway as you press the mouse button a massive burst of thrusting matter spurts out of the back of the craft and is left hanging in space like a sort of 3D wake. As with all David Braben games (see *ELITE* last issue) *VIRUS* can be played on two levels. 1. Fly around blasting the cacka out of anything that moves. 2. The strategic approach where you knock out the seeders and bombers first (they spread the deadly virus) and then destroy the other ships later on to complete an attack wave, not forgetting the usual Braben secret aliens and legendary sea monster! *VIRUS* is a truly underrated game and appeared on the ST and AMIGA machines, though fans will want to track down the original and a title called *ZARCH* that appeared first on the Acorn Archimedes.

VIRUS/ZARCH has aged well and is definitely worth hunting down.

Based in Ashby de la Zouch ULTIMATE - PLAY THE GAME was the creation of two brothers – Chris and Tim Stamper, who along with a couple of software engineers achieved a string of Speccy masterpieces between 1983-86. *JETPAC* and *PSST*, their first two games, were crammed into just 16k and also came out on the Sinclair Interface II. Then came *COOKIE, TRANS AM* and the awesome *LUNAR JETMAN* – Ultimate fans still talk about the mysterious hidden trailer that is supposed to appear in the game's later levels... **but it doesn't I'm afraid!** After the superlative *ATIC ATAC* came *SABRE WULF, UNDERWURLDE* and then *KNIGHT LORE* and *ALIEN 8*, which introduced an entirely new 3D concept in gaming and animation called Filmation (though strictly speaking Quicksilva got there first with 3D *ANT ATTACK*). I certainly remember going bananas when I saw it running in my local Fun Fayre computer shop and played it for hours. Of course this was back in the days when computer shops were nice and gladly loaded up games for us kids to have a butchers at before we handed over our £9.95. Then came *NIGHTSHADE* and *GUNFRIGHT* that expanded the 3D routines into a scrolling environment followed by the non-scrolling *PENTEGRAM* that marked Tim and Chris's last Spectrum games before creating RARE (*DONKEY KONG COUNTRY* etc...) though the inferior *CYBERUN, BUBBLER* and *MARTIANOIDZ* were released under the ULTIMATE label. Commodore 64 owners were also treated to the less impressive *INHOTEP, BLACKWYCHE, DRAGONSKULLE* and *OUTLAWS* that never quite retained that old ULTIMATE magic. I for one miss the Sabreman's adventures and could think of nothing better than one of those lovely Ultimate ads to appear in CVG announcing his latest exploits on these new fangled 33-bit mainframe consoles!

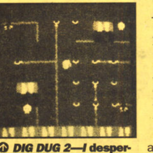


GUNFRIGHT: Still awesome!



SABRE WULF: Cool jungle animals.

DIG DUG 2 by Namco is a long forgotten treasure (again just gagging to be resurrected) and sends you off to a cluster of islands inhabited only by fire-breathing penguins and ball-like things. Each island is pock-marked with a number of holes, some of which are already joined with brown lines. Your job is to run around avoiding the penguins etc... and, using your piledriver, join the holes together. As the holes are joined together, big chunks of the island fall into the sea along with any nasties that happened to be patrolling that area. As the island gets smaller it gets more difficult to trap the enemys so a quick blast from your trusty pump is used to see them off! An awesome game that will no doubt be appearing on the NAMCO CLASSICS label in the near future.



DIG DUG 2—I desperately want this PCB!

GAME AND WATCH FAN NO.1: MARIO'S BOMBS AWAY

Mario's orders are to go into the jungle, receive a bomb from his buddy on the left hand side of the screen, then deliver it to his buddy on the right who then lobs it at the enemy. Naturally you're constantly being hindered by the enemies who poke out of the trees with matches or drop fag ends that ignite the bomb before you can get it to safety. Now lets be honest, Nintendo Game & Watches are hardly very taxing in the gameplay department (unless yer name's Phil Dawson) but are great little gadgets to collect especially when you can nearly always find one or two for a quid down your local car boot sale. They nearly always have something unique about their design and I love the alarm on *BOMBS AWAY* – it's a little monkey that pops his head around the corner and rings a bell to wake you up. Aaaaaah!



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COMPOS: Constantine Butler wins the tatty old GRANDSTAND by correctly naming 'Maria' as Miner Willys housemaid. Well done!

PLAYSTATION MOVES LIST

MORTAL KOMBAT TRILOGY

This attack list is as complete as we've got at the time of going to press. There are a few moves still missing, but we thought you'd like as many as possible to get you started. Also, all of the moves from *Mortal Kombat 3* on PS and *Ultimate MK3* on the Saturn are listed too, but you'll need to experiment to find which have been added for *MKT*. If you want an up-to-date FAQ, the best one available on the internet by far is done by WorknMan and SubZero, available from http//www.atw.fullfeed.com/~subzero/psxmkt.faq

CHARACTER MOVES KEY

U → Up	HP → High Punch	BK → Block	+ → Press the buttons at the same time
D → Down	LP → Low Punch	R → Run	* → A new move to *MK Trilogy*
F → Forwards	HK → High Kick	, → Press the buttons in sequence	
B → Backwards	LK → Low Kick		

FATALITIES
The distance in brackets before each Fatality tells you exactly how far away from your opponent to stand for the move to work.

FRIENDSHIPS AND BABALITIES
You can now block during the last round and still be able to perform Friendships and Babalities. Just stand anywhere on-screen (unless indicated otherwise) and key in the commands.

ANIMALITIES
You can only do Animalities after doing a Mercy on someone, then beating them again.

MERCY
To give mercy, hold R and press D, D, then release R when outside jump distance. The fight must have gone to three rounds for it to work.

BRUTALITIES
At the "Finish Him/Her!" message, move close to your opponent and press the sequence of hits (usually 10 or 11) quickly. If you keep the pace up, the screen will darken and the computer will do another 20-odd hits to finish them off!

RANDOM SELECT
Simply hold Start and press Up while highlighting the start characters.

PIT FATALITIES
You can do the Pit Fatality when close to your opponent on any of these backgrounds:
Scorpion's Lair
Shao Kahn's Tower
The Subway
The Pit III
The Dead Pool (hold D on both controllers afterwards for a funny voice)
The Kombat Tomb
The Pit 1 (just do an uppercut for a pit finish)

• BARAKA •

Blade Spark	D, B, HP
Shredder	B, B, B, LP
Blade Spin	F, D, F, BK
(keep tapping BK to keep spinning)	
Blade Swipe	B+HP
Decapitation Fatality	(Close) Hold BK + press B, B, B, HP, Release BK
Spike Lift Fatality	(Close) B, F, D, F, LP
Present Friendship	D, F, HK
Babality	F, F, F, HK
Pit Fatality	LK, R, R, R, R
Brutality	HP, HP, HP, LP, LP, BK, HK, HK, LK, LK, BK

• GORO •

Fireball	B, B, B, LP
Grab & Punch	F, F, HP
Arm Spin	B, B, F, HK
Taunt	D, D, LK

• MK2 JAX •

Energy Wave	F, D, B, HK
Gotcha Grab	F, F, LP
Air Energy Wave	U, F, DF+HK
Earthquake Punch	Hold LK, then release
Multi Slam	Throw and tap HP repeatedly
Backbreaker	BK (in the air near enemy)
Splat Fatality	(Close) Hold LP + press F, F, F, release LP
Paper Chain Friendship	D, D, U, U, LK
Babality	D, U, D, U, LK
Pit Fatality	U, U, D, LK

Brutality	HP, HP, HP, BK, LP, HP, HP, HP, BK, LP, HP

• JOHNNY CAGE •

High Fireball	F, D, B, HP
Low Fireball	B, D, F, LP
Green Shadow Kick	B, F, LK
Red Shadow Kick	B, B, F, HK
Shadow Uppercut	B, D, B, HP
Decapitation Fatality	(Close) D, D, F, F, LP
Backbreaker Fatality	(Close) D, D, F, F, LK
Autograph Friendship	D, D, D, D, LK
Babality	F, B, B, HP
Pit Fatality	D, B, F, F, BK
Brutality	HP, LK, HK, LP, HP, HK, HK, HP, HP, LP, HP

• MK1 KANO •

Knife Toss	Hold BK + press B, F
Roll	Hold BK + roll 360° towards
Knife Spin	B, F, HP
Heart Rip Fatality	(close) B, D, F, LP
Brutality	HP, HP, BK, HK, HK, LK, HK, HP, HP, LP, HP

• KINTARO •

Grab & Punch	F, F, HP
Teleport Stomp	D, U
Fireball	B, B, F, HP
Taunt	D, D, LK

• MK2 KUNG LAO •

Hat Toss	B, F, LP
Shield	U, U, LK (keep tapping LK)
Teleport	D, U
Dive Kick	D+HK (in the air)
Torpedo Dive	B, B, F
Hat Decapitation Fatality	(full screen) Hold LP + press B, F, release LP (aim hat at neck)
Rabbit Hat Friendship	B, B, B, D, HK
Babality	B, B, B, D, HK
Pit Fatality	F, F, F, HP
Brutality	HP, LP, HK, HK, LP, LP, LP, LK, LK, BK, HP

• MOTARO •

Grab & Punch	F, F, HP
Fireball	F, D, B, HP
Teleport	D, U

NOOB SAIBOT

Flashing Fireball	D, F, LP
Shadow Throw	F, F, HP
Teleport Throw	D, U
Fireball Lift Fatality	(sweep) B, B, F, F, HK
Teleport Slam Fatality	(Close) D, D, U, R
Babality	F, F, F, LP
Friendship	F, F, B, HP
Pit Fatality	F, D, F, BK
Brutality	HP, LK, LP, BK, LK, HK, HP, LP, BK, LK, HK

• RAIN •

Control Fireball	D, F, LP
Lightning Strike	B, B, HP
Power Roundhouse	B+HK
Upside-down Uppercut Fatality	(close) F, F, D+HP
Lightning Fatality	(Sweep) D, D, B, F, HK
Rain Flowers Friendship	D, F, F, F, LP
Babality	F, B, B, HP
Brutality	HP, HP, BK, LK, HK, BK, LK, HK, BK, HP, LP

• RAIDEN •

Lightning	D, F, LP
Reverse Lightning	D, B, LP
Torpedo	B, B, F (can be done in air)
Teleport	D, U
Uppercut Fatality	(close) Hold HP for 8 seconds and release
Shock Fatality	(close) Hold LK for 3 secs, release then tap BK+LK rapidly
Kid Thunder Friendship	D, B, F, HK
Pit Fatality	D, D, D, HP
Brutality	HP, HP, LK, LK, LK, HK, LP, LP, LP, BK, BK

• MK1 RAIDEN •

Lightning	D, F, LP
Torpedo	B, B, F (can be done in air)
Teleport	D, U
Lightning Fatality	(sweep) F, F, B, B, B, HP
Brutality	HP, HP, HP, HP, BK, BK, HK, HK, HK, BK, LP, HP, HP

• SHAO KAHN •

Hammer	B, F, HP
Fireball	B, B, F, LP
Grab and Punch	F, F, HP
Low Charge	D, F, LP
High Charge	D, F, HP
Taunt	D, D, LK
Laugh	D, D, HK
Throw	F, F, LP

OLD CHARACTER MOVES

• MASKED SUB-ZERO •

Freeze	D, F, LP
Floor Freeze	D, B, LK
Slide	B+LP+BK+LK
Censored Fatality	(close) D, D, D, F, HP
*Ice Spike Fatality	(close) D, F, F, F, HP
Pit Fatality	F, D, F, F, HP
*Brutality	HP, LK, HK, LP, HP, HK, HK, HP, HP, LP

• CYRAX •

Close Grenade	Hold LK + press B, B, HK
Grenade Far	Hold LK + press F, F, HK
Net	B, B, LK
Teleport (can do in air)	F, D, BK
Air Throw (while on the ground, and enemy in air)	D, F, BK, then LP to throw
Chopper Head Fatality	(anywhere) D, D, U, D, HP
Self Destruct Fatality	(close) D, D, F, U, R
Animality	(close) U, U, D, D
Dance Friendship	R, R, R, U
Babality	F, F, B, HP
Pit Fatality	R, BK, R
*Brutality	HP, HK, HP, HK, HK, HP, HK, HP, HK, LK, LP

• ERMAC •

Fireball	D, B, LP
Teleport Punch	D, B, HP
Lift and Slam	B, D, B, HK
Decapitation Fatality	(close) R, BK, R, R, HK
Slam Fatality	(sweep) D, U, D, D, D, BK
*Friendship	F, F, F, HP
Pit Fatality	R, R, R, R, LK
*Brutality	HP, HP, LP, BK, HK, LK, BK, HP, LP, LK, HK

• NINJA SMOKE •

Harpoon	B, B, LP
Teleport Punch	D, B, HP
Throw (in air)	BK
*Teleport Fatality	(half screen) R, BK, R, R, HK
*Stretch Fatality	(Just outside sweep) F, F, B, R
*No Smoking Friendship	D, F, F, F, R
Babality	D, B, B, F, HP
Pit Fatality	F, U, U, LP
*Brutality	HP, LK, LK, HK, BK, BK, LP, LP, HP, HP, BK

• JADE •

High Boomerang	B, F, HP
Straight Boomerang	B, F, LP
Low Boomerang	B, F, LK
*Returning Low Boomerang	B, B, F, LP
(Returns if a human avoids boomerang)	
Invincibility	B, F, HK
Shadow Kick	D, F, LK
Stick Shake Fatality	(close) U, U, D, F, HP
Stick Uppercut Fatality	(close) R, R, R, BK, R
Animality	(close) F, D, F, F, LK
Pogo Stick Friendship	B, D, B, B, HK
Babality	D, D, F, D, HK
Pit Fatality	B, F, D+R
*Brutality	HP, LK, HP, LP, HK, HK, LK, BK, BK, HP, HK

• JAX •

Missile	B, F, HP
Double Missile	F, F, B, B, HP
Gotcha Grab	F, F, LP (keep tapping LP)
Backbreaker	BK (in the air)
Multi Slam	Throw, then keep tapping HP
Earthquake Punch	Hold LK, then release
Dashing Punch	F, F, HK
Blade Hands Fatality	(close) Hold BK + press U, D, F, U
Big Foot Fatality	(jump) R, BK, R, R, LK
Animality	(close) Hold LP + press F, F, D, F
Skipping Friendship	LK, R, R, LK
Babality	D, D, D, LK
Pit Fatality	D, F, D, LP
*Brutality	HP, HP, HP, BK, LP, HP, HP, HP, BK, LP, HP

• KABAL •

Spinning Dash	B, F, LK
Fireball	B, B, HP (can be done in the air)
Ground Saw	B, B, B, R
Head Pump Fatality	(sweep) D, D, B, F, BK
Scream Fatality	(close) R, BK, BK, BK, HK
Animality	(close) Hold HP + press F, F, D, F
Marshmallow Friendship	(anywhere outside sweep) R, LK, R, R, U
Babality	R, R, LK
Pit Fatality	BK, BK, HK
*Brutality	HP, BK, LK, LK, LK, HK, LP, LP, LP, HP, LP

• KANO •

*Crazy Roll	F, D, F, LK
Knife Throw	D, B, HP
Knife Uppercut	D, F, HP
Straight Roll	Hold LK
Vertical Cannonball	F, D, F, HK
Grab and Shake	D, F, LP
Throw (in air)	BK
Skeleton Fatality	(close) Hold LP + press F, D, D, F
Laser Fatality	(sweep) LP, BK, BK, HK
Animality	(close) Hold HP + press BK, BK, BK
Bubblegum Friendship	LK, R, R, HK
Babality	F, F, D, D, LK
Pit Fatality	U, U, B, LK
*Brutality	HP, LP, BK, HP, BK, HK, LK, BK, HK, LK

• KITANA •

Fan Lift	B, B, B, HP
Fan Throw	F, F, HP+LP
Square Wave Punch	D, B, HP
Tall Kiss Fatality	(close) R, R, BK, BK, LK
Decapitation Fatality	(close) B, D, F, F, HK
Bubbles Friendship	D, B, F, F, LP
Babality	F, F, D, F, HK
Animality	(closer than sweep) D, D, D, D, R
Pit Fatality	F, D, D, LK
*Brutality	HP, HP, BK, HK, BK, LK, BK, LP, BK, HP, BK

• KUNG LAO •

Hat Throw	B, F, LP
Teleport	D, U
Double Teleport	D, D, U (then hold Up)
Dive Kick (in air)	D+HK
Spin	F, D, F, R (keep tapping R)
Spin Fatality	(anywhere) R, BK, R, BK, D
Hat Slice Fatality	(sweep) F, F, B, D, HP
Hat Friendship	(outside sweep) R, LP, R, LK
Babality	D, F, F, HP
Animality	(close) R, R, R, R, BK
Pit Fatality	D, D, F, F, LK
*Brutality	HP, LP, LK, HK, BK, HP, LP, LK, HK, BK, HP

• LIU KANG •

*Red Bicycle Kick	Hold LK for 5 secs + press B, F, release LK
High Fireball	F, F, HP
Low Fireball	F, F, LP

Flying Kick	F, F, HK
Bicycle Kick	Hold LK
Flame Fatality	(anywhere) F, F, D, D, LK
Cabinet Fatality	(anywhere) U, D, U, U, BK+R
Friendship	R, R, R, D+R
Babality	D, D, D, HK
Animality	(sweep) D, D, U
Pit Fatality	R, BK, BK, LK
*Brutality	
HP, LP, HP, BK, LK, HK, HK, LK, HK, LP, HP	

• MILEENA •

Sai Fireball	Hold HP
Teleport Kick	F, F, LK
Roll	B, B, D, HK
Nail Spit Fatality	(full screen) B, B, B, F, LK
Eat Fatality	(close) D, F, D, F, LP
Mirror Friendship	D, D, B, F, HP
Babality	D, D, F, F, HP
Animality	(close) F, D, D, F, HK
Pit Fatality	D, D, D, LP
*Brutality	
HP, LP, LP, HP, BK, HK, LK, LK, HK, BK, HP	

• NIGHTWOLF •

Shoulder Charge	F, F, LK
*Red Shoulder Charge	B, B, F, HK
Arrow	D, B, LP
Axe Uppercut	D, F, HP
Rebound Shield	B, B, B, HK
Light Beam Fatality	(close) U, U, B, F, BK
Lightning Axe Fatality	(far) B, B, D, HP
Raiden Friendship	(outside sweep) R, R, R, D
Babality	F, B, F, B, LP
Animality	(close) F, F, D, D
Pit Fatality	R, R, BK

• REPTILE •

Acid Spit	F, F, HP
Slow Force Ball	B, B, HP+LP
Fast Force Ball	F, F, HP+LP
Slide	B+LP+BK+LK
Invisibility	U, D, HK
Dashing Elbow	B, F, LK
Tongue Fatality	(jump) B, F, D, BK
Acid Sick Fatality	(sweep) F, F, U, U, H
Snake Box Friendship	(close) D, F, F, B, HK
Babality	F, F, B, D, LK
Animality	(close) D, D, D, U, HK
Pit Fatality	BK, R, BK, BK
*Brutality	
HP, BK, HK, HK, BK, HP, LP, LK, LK, BK, LP, HP	

• SCORPION •

Teleport Punch	D, B, HP
Forward Teleport Punch	D, F, HP
Harpoon	B, B, LP
Throw (in air)	BK
Flame Breath Fatality	(jump) D, D, U, HK
*Fire Hand Fatality	(sweep) F, F, F, B, LP
Friendship	(close) B, F, F, B, LK
Babality	D, B, B, F, HP
Pit Fatality	F, U, U, LP
*Brutality	
HP, HP, BK, HK, HK, LK, HK, HP, HP, LP, HP	

• SEKTOR •

Teleport Uppercut (can do in air)	F, F, LK
Straight Missile	F, F, LP
Homing Missile	F, D, B, HP
*Double Missile	B, B, F, LP
Platform Crush Fatality	(sweep) LP, R, R, BK
Flame Fatality	(full screen) F, F, F, B, BK
Bell Friendship	(half screen) R, R, R, R, D
Babality	B, D, D, D, HK
Animality	(close) F, F, D, U
Pit Fatality	R, R, R, D
*Brutality	
HP, HP, BK, BK, HK, HK, LK, LK, LP, LP, HP	

• SHEEVA •

Teleport Stomp	D, U
Stomp	B, D, B, HK
Fireball	D, F, HP
Head Pound Fatality	(close) F, D, D, F, LP
Skin Peel Fatality	(close) Hold HK + press B, F, F
Plates Friendship	F, F, D, F, pause, HP
Babality	D, D, D, B, HK
Animality	(close) R, BK, BK, BK, BK
Pit Fatality	D, F, D, F, LP
*Brutality	
HP, LP, BK, LK, HK, BK, HK, LK, BK, LP, HP	

• SINDEL •

Fireball	F, F, LP
Double Fireball	B, B, F, LP
Air Fireball	D, F, LK
Fly	B, B, F, HK (press BK to land)
Scream	F, F, F, HP
Hair Spin Fatality	(sweep) R, R, BK, R, BK
Scream Fatality	(close) R, BK, BK, R+BK
Field Goal Friendship	R, R, R, R, R, U
Babality	R, R, R, U
Animality	F, F, U, HP
Pit Fatality	D, D, D, LP
*Brutality	
HP, BK, LK, BK, LK, HK, BK, HK, LK, BK, LP	

• SMOKE •

Harpoon	B, B, LP
Teleport Uppercut (can do in air)	F, F, LK
Invisibility (repeat to reappear)	U, U, R
Throw (in air)	BK
Earth Explode Fatality	(full screen) U, U, F, D
Internal Bomb Fatality	(sweep) Hold R+BK + press D, D, F, U
Friendship	(full screen) R, R, R, HK
Babality	D, D, B, B, HK
Animality	(outside sweep) D, F, F, BK
Pit Fatality	F, F, D, LK
*Brutality	
HP, LK, LK, HK, BK, BK, LP, LP, HP, HP, BK, BK	

• SONYA •

Energy rings	D, F, LP
Leg Grab	D+LP+BK
Jumping Punch	F, B, HP
Bicycle Kick	B, B, D, HK
Pink Kiss Fatality	(jump) Hold BK+R + press U, U, B, D
Flame Kiss Fatality...	

	(anywhere) B, F, D, D, R
Flowers Friendship	B, F, B, D, R
Babality	D, D, F, LK
Animality	(close) Hold LP + press B, F, D, F
Pit Fatality	F, F, D, HP
*Brutality	
HP, LK, BK, HP, LK, BK, HP, LP, BK, HK, LK	

• STRYKER •

*Double High Grenade	B, D, F, HP
*Double Low Grenade	B, D, F, LP
Machine gun	B, F, HP
High Grenade	D, B, HP
Low Grenade	D, B, LP
Baton Trip	F, B, LP
Baton Toss	F, F, HK
Bomb Fatality	(close) D, F, D, F, BK
Taser Fatality	(full screen) F, F, F, LK
Traffic Cop Friendship	LP, R, R, LP
Babality	D, F, F, B, HP
Animality	(sweep) R, R, R, BK
Pit Fatality	F, U, U, HK
*Brutality	
HP, LP, HK, LK, HP, LP, LK, HK, HP, LK, LK	

• SUB ZERO •

Freeze	D, F, LP
Ice Shower	D, F, HP
Ice Shower (front)	D, F, B, HP
Ice Shower (behind)	D, B, F, HP
Ice Statue	D, B, LP
Slide	B+LP+BK+LK
Freeze Snap Fatality	(close) BK, BK, R, BK, R
Ice Blow Fatality	(jump) B, B, D, B, R
Snowman Friendship	LK, R, R, U
Babality	D, B, B, HK
Animality	(close) F, U, U
Pit Fatality	B, D, F, F, HK
*Brutality	
HP, LK, HK, LP, HP, HK, HK, HP, HP, LP	

• SHANG TSUNG •

1 Fireball	B, B, HP
2 Fireballs	B, B, F, HP
3 Fireballs	B, B, F, F, HP
Floor Fireballs	F, B, B, LK
Floor Spikes Fatality	(close) Hold LP + press D, F, F, D, release LP
Soul Splat Fatality	(close) Hold LP + press R, BK, R, BK
Joust Friendship	LK, R, R, D
Babality	R, R, R, LK
Animality	(sweep) Hold HP + press R, R, R
Pit Fatality	U, U, B, LP
*Brutality	
HP, BK, BK, BK, LK, HP, LP, LP, BK, HK, LK	

MORPHS:

(Q) - Do it quickly

*Shao Kahn B, B, F HK
*Noob Saibot F, D, D, B, HK
*MK2 Kung Lao B, D, B HK

*MK2 Raiden D, F, B LK
*MK1 Kano 360° Away

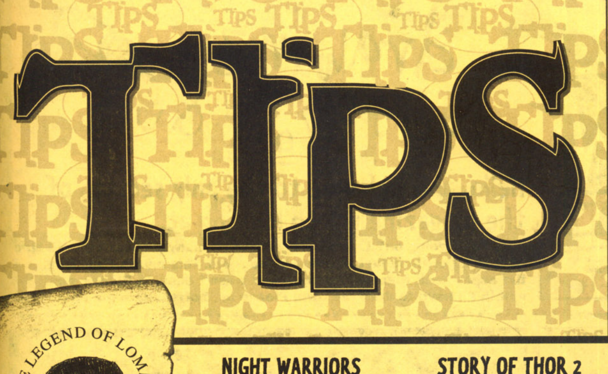
*Kintaro Hold LP for 5 seconds and release

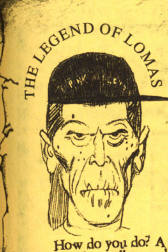
*MK1 Raiden B, B, F+R
*Johnny Cage B, B, D, LP

Sheeva
Hold LK + press F, D, F

Masked Subzero
BK, BK, R, R

Ermac	D, D, U
Jade	F, F, D, D+BK
Jax	F, F, D, LP
Kabal (Q)	LP, BK, HK
Kano (Q)	B, F, BK
Kitana	F, D, F, R
Kung Lao	R, R, BK, R
Liu Kang	F, D, B, U, F
Mileena	R, BK, HK
Nightwolf	U, U, U
Reptile	R, BK, BK, HK
Sektor	D, F, B, R
Scorpion	D, D, F, LP
Sindel	B, D, B, LK
Sonya	D+R+LP+BK
Stryker	F, F, F, HK
Sub Zero	F, D, F, HP
*Motaro	F, D, B HP
*Goro	B, B, B LK
*Baraka	D, D LK
*MK2 Jax	D, F, B HK
Smoke	F, F, LP
Cyrax	BK, BK, BK
*Rain	R, BK, LK





How do you do? A slightly smaller small tips section this month, to make way for all those hot *Mortal Kombat* moves, but never fear - they're still pretty excellent! The most interesting one are the F1 cheats and the *MK Trilogy* hidden codes and options screen. Read on, and don't blame us if you're sick. Toodle pip!

Send your tips, cheats and players guides to:
TIPS SECTION, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

SATURN

WORLDWIDE SOCCER '97

As you may have noticed if you've bought the game, the manual doesn't how to pull off the special moves. So here they are:

Overhead Flick Tap Forwards, Backwards, Forwards, and press B
Shimmy Tap to either side of your player twice.
One-two Pass Press the R button and B button at the same time
Short Chip Tap the C button twice

NIGHT WARRIORS

As well as all the cheats we've printed over the last six months while the game's been delayed, we've now got this excellent debug mode. First of all you'll need to set your Saturn's internal clock to the **24th January 1998**, then load the game as usual. Now enter then Appendix cheat as usual (go to option mode, highlight Configuration, and press **B, X, Down, A, Y**) and any of the other old cheats you want. Now enter this new code to turn the debug mode on: **X, X, Down, B, C**. Once you've done that, reset the machine and start a game to enable more debug modes. When you're playing, just press one of these combinations:

Stop Timer	**Down+R+B**
Unlimited Supers	**Down+R+C**
Show Damage	**Down+R+X**
Stop Energy Loss	**Down+R+A**
Square Frame	**Down+R+Y**
Start Ending	**Down+R+Z**

ULTIMATE MORTAL KOMBAT 3

Here's the cheat to access the extra hidden "?" options menu. On the title screen press **C, R, A, Z, Y, C, Y, R, A, X** (Crazy Cyrax). Now go to the options cube and press **Up** to turn it onto the side with the "?". This menu lets you turn off fatality time, access the hidden characters, and more!
Thanks to **Richard La Ruina from Cambridge** for that.

MAGIC CARPET

Yet again **Richard La Ruina** helps Saturn owners out, this time with a cheat for *Magic Carpet*. Go to the options screen and play the following sound effects in this order: **11, 31, 15, 5, 26, 22**. You should now get a cheat and level select option. Once this cheat has been entered, play the game as usual and pause at any time, then press
X to get all the spells,
Y to finish the level,
or **Z** to get loads of mana.

STORY OF THOR 2

This might come as a surprise to you: there's a hidden 2-player mode in *Thor 2*! To access it, play as usual and stand somewhere with no enemies around. Now press **Z** to bring up the weapon select, **hold L and X**, then release them. Another shadow version of Leon will appear for the second pad to control! Do the same cheat again to get rid of the second player.

PLAYSTATION

FORMULA 1

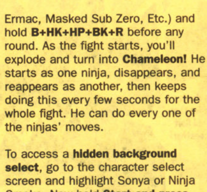
Last month we told you the hard way to access the hidden track. This month: how to get more secret modes the cheat's way! All of these codes have to be entered on the screen where you choose between Practice, Qualify or Race.

- For **BUGGY MODE**, hold Select and press Right, Up, Triangle, Left, Up, Square, Triange.
- For **BIKE MODE**, hold Select and press Down, Up, Circle, Triangle, Right, Up, Square, Triangle.
- For **LAVA MODE**, hold Select and press Square, Circle, Up, Right, Right, Circle, Cross.
- For **GIBBERISH MODE**, hold Select and press Left, Circle, Up, Down, Down, Right, Circle, Square, Square.

Thanks to **Loosveln Kevin from Belgium** for sending them in.

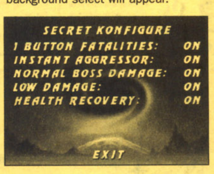
MORTAL KOMBAT TRILOGY

Although it's only just out, we've already got some amazing cheats for the game!
To play as **Chameleon**, select any of the human male ninjas (Scorpion,



Ermac, Masked Sub Zero, Etc.) and hold **B+HK+HP+BK+R** before any round. As the fight starts, you'll explode and turn into **Chameleon!** He starts as one ninja, disappears, and reappears as another, then keeps doing this every few seconds for the whole fight. He can do every one of the ninjas' moves.

To access a **hidden background select**, go to the character select screen and highlight Sonya or Ninja Smoke. Now hold **Start and press Up** to get an explosion noise. Once you've selected your characters, a background select will appear.



To open the **hidden "?" options screen**, go to the main options menu and highlight any of the four standard boxes. Now hold **L1+L2+R1+R2+Up** for a few seconds. You'll hear an explosion and the "?" is now available. You now get to select five new options:

- **1 Button Fatalities**
- **Instant Aggressor**
- **Normal Boss Damage**
- **Health Recovery**
- **Low Damage**

If you set the **1 Button Fatalities** option to ON, play as usual but when the "Finish Him/Her!" message appears, just press one of the buttons as listed below to do a finishing move.

• **HP**	**Brutality**
• **HK**	**Fatality 1**
• **LK**	**Fatality 2**
• **R2**	**Animality**
• **R1**	**Friendship**
• **LP**	**Pit Fatality**
• **L2**	**Babality**

Also, if you complete the game you get to choose from Shao Kahn's 12 treasures (depending on the battle plan you selected). To avoid getting an ending you don't want, here's a list of what they all do.

- 1 Character Ending (not for every character)
- 2 Fight Chameleon
- 3 MK1 Classic Endurance Kombat
- 4 MK2 Classic Endurance Kombat
- 5 Random Prize
- 6 Fatality Demo 1
- 7 Fatality Demo 2
- 8 Fatality Demo 3
- 9 Super Endurance Kombat (all female and robot ninjas)
- 10 Battle with Shokan Champions (all bosses)
- 11 Mega Endurance Kombat (all male ninjas+Chameleon)
- 12 Supreme Fatality Demonstration (shows all old fatalities)



drawinz wot you dun

Hello, and welcome to the only section of the magazine worth looking at.



KEY	
Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!	Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

What's going on? Last month we had so many drawinz I had to burn most of them just to make some room. This month I had to glue the ashes back together as there just wasn't enough. Blimey, next month I'll have to draw me own. Please art boffs, spare me some art!

A pleasant change from the usual *MK3* pics that we get millions of every hour. Thanks to Imran Bhuiya. (We want new characters as well.)

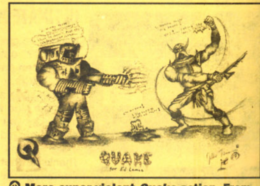


Now this is more like it: a nice original concept, and extremely well drawn. I would obviously win all the time as I am clearly the toughest out of this weedy bunch, although I'm sure Phil would be quite a challenge. Super thanks to Nick Smith.



Thanks to Ray Higgins again for one of a series of *Sonic* pics. Cheers guv-nor!

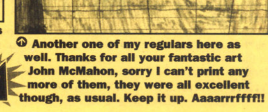
Another one of my regulars here as well. Thanks for all your fantastic art John McMahon, sorry I can't print any more of them, they were all excellent though, as usual. Keep it up. Aaaarrrffff!!



More super-violent *Quake* action. From the stumps of Jukka Timonen.

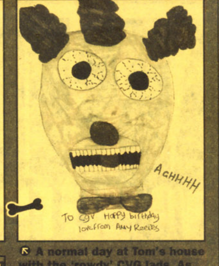


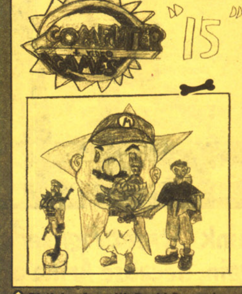
A nice change from the kids series, this. Thanks to Damien Green.



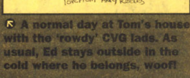
Thanks to David Cooper, who's the artist behind the *Resident Evil* pic in issue 179!











↖ A normal day at Tom's house with the 'rowdy' CVG lads. As usual, Ed stays outside in the cold where he belongs, woof!

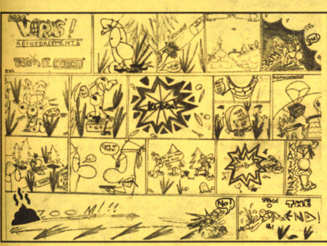
← My friend Ray Higgins delivers the goods with another masterpiece. Keep up the good work my trusty art chum.

↑ A superb illustration of Tom's new hair style. Thanks to Amy Reeves.

↑ Birthday fun with David Cooper's favourite game characters. Superb logo Dave, I love it!!

CVG IS 15 YEARS OLD THIS MONTH. IN 15 YEARS I'LL PROBABLY BE DEAD!

BIRTHDAY SPECIAL



← We really don't have many cartoons sent in the mag. This is about the only one this month, from a Mr Daniel Foster. Now I'm sure you lot can do better than this. I don't want *Worms*, *Cool Spot*, *Mortal Kombat* or *Street Fighter*, you hear ?!

→ More action in this disgustingly bloody image by Richard Carter. This type of thing should be banned, but I love it! Aaarrffggkk!!





↑ A nice piece of *Street Fighter* montage from the French art chief Diddier Duprat. In answer to your questions, We don't print the pics in colour 'cause there's no room in the rest of the mag. We don't print ages because not everyone tells us how old they are. And we don't give prizes because we're mean.



↑ I like this one, that's the body of Lomas after a normal deadline, no food and sleep for three weeks. Apparently he's in *Resident Evil 2* (lie). Mat Pew.

↗ Now this is nice to see. A piece of art that isn't *Mortal Kombat*, *Street Fighter* or *Resident Evil*. Ta Adam Page.

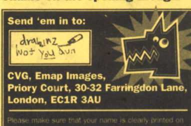


→ Yes please! Thanks to 'no good' art bod Jaime I normally have no body, but I do now thanks to Ryan Dimmoch.





↑ Nice work from Margad here. Shame on the spelling though.



Send 'em in to:

drawinz wot you dun

CVG, Emap Images, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU

Please make sure that your name is clearly printed on the back of your work. I'm sorry that we can't print all the work we get, but we do enjoy looking at it all! Arf!

drawinz wot you dun

FREEPLAY



ARIKA
CVG INTERVIEW

Think '*Street Fighter*', and you think 'Capcom'. Well it's time to think again, because Arika are a new branch of Capcom who, as you'll discover, are especially qualified to lead this series in a crucial new direction.

To coincide with the recent JAMMA arcade show in Japan, CVG's Japan correspondent arranged an interview with the team behind Street Fighter EX. Mr Ichiro Mihara, Vice President of Arika, spoke to our correspondent from their head office in Tokyo.

CVG In the beginning we were calling it* Street Fighter 3D. *What's this game's real name?

Ichiro Mihara For the Japanese version its formal name is *Street Fighter EX* (pronounced E - X). For the foreign versions we aren't sure what it's going to be called. However, for the moment it's basically *Street Fighter EX* (*SF EX*).

CVG When did the development of* Street Fighter EX *start?

IM In outline, the start of development was this year. Around January we began the research and from around March we started full scale development in earnest.

CVG Can you please tell us a little about the* Street Fighter EX *team?

IM The main planner who's supervising everybody is Akira Nishitani, the creator of *Street Fighter 2*. In general, he's in charge of development. After that, Junichi Ono is working on the planning also. It's felt that he was the founder of the *Darkstalkers and Night Warriors* series as he was its main planner. Having these two, the originators of the *SF2* and the *Darkstalkers and Night Warriors* series, we shouldn't have any problems planning-wise. They're the best planners in this field. Fundamentally, we've gathered an excellent staff of software creators for this development.

"Although its presentation is in 3D, the fighting method is still the same as the 2D *Street Fighter* used up to now."

CVG What were your first thoughts when you began work on* Street Fighter EX*?

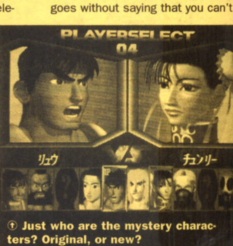
IM We decided that the game would use some kind of 3D experience. For the expression of this 3D effect, we're using 3D graphics for its visual appearance but the content of the game hasn't really been changed from the 2D animated fighting version. With regards to the 3D, the 3D effect makes the fight interesting but with the way you fight in the traditional *Street Fighter*, just because it becomes 3D doesn't mean that it has to use depth or axis rotation. Although its presentation is in 3D, the fighting method is still the same as the 2D *Street Fighter* used up to now.

CVG From the viewpoint of design, what did you start on first?

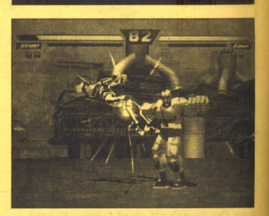
IM First of all we started from the idea of whether it really was possible to create a 2D fighting game in 3D. One of the main differences between 2D and 3D is the fighting method. We weren't sure whether the Lightning Kick, the Hurricane Kick or the Cancel were possible. These elements are in the 2D version but when it became 3D these portions might of had to disappear. We started from this area of whether or not this 3D motion was possible at all. From this concept, development steadily progressed, trying to do it in different ways and before we knew it the Dragon Punch, the Hurricane Kick and even the Upper Cancel were all done. In this way we continued to progress.

CVG What problems do you have with the interaction of the characters now that they have become 3D?

IM With a 2D game the interaction is just the same as it looks on the screen. If the characters "touch", there's a hit. However, when a game becomes 3D then, as you'd expect, if you rotate the picture around then looking from the side it appears to hit, but if you look from above it doesn't hit. That's how you take hits in 3D. However, simply put, 3D fighting games up to now have all been using this same kind of 3D collision detection routines. It goes without saying that you can't



Just who are the mystery characters? Original, or new?



A preliminary design of Guile, as planned for the original *Street Fighter 2* created by Akira Nishitani.



just keep on using the same one method. In general ARIKA has an original way of thinking and although we haven't given it a name yet, we've developed an original interaction system. In general, all the hits are represented in 3D but the collisions are handled in a 2D way, like the *Street Fighter* series method used up to now. It's a little newer way of taking hits. Very early on in development we were thinking what we should do about this. Then, we had a sudden flash of inspiration, "Hey, if we do it like this it might just work!". Then just like that it became our system.

CVG Is it just the characters that can interact? What about the backgrounds?

IM In the centre of the stage the characters fight. In practice the Computer Graphic field is then cre-

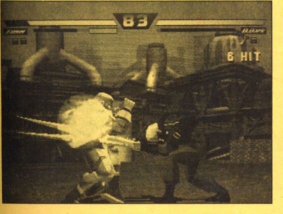


ated around them and a 360 degree camera is placed in the middle. In this way it's not possible for them to interact. The scenery is just like a picture that scrolls around the characters in the background.



CVG Which of the characters was the most difficult character to convert?

IM Which character was the most difficult? Which character was the easiest? It was nothing like that at all. They were all difficult. It certainly wasn't the case of any character being easier than another.



CVG Compared to other games the speed of Street Fighter is very fast. How are you overcoming the problem of converting this to 3D?

IM This is a similar problem. At the moment we're all doing as much as possible but we'll probably be battling with this right up to the very end. We're devoting ourselves to trying again and again, fine-tuning *SF EX* to get it perfect. We want to get it as good as possible in order to satisfy all the users.

CVG In order to get this speed is the hardware a problem?

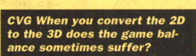
IM To that extent it's not a problem. After all it is running at a 1/60 frame rate so this area of power isn't a problem at all. Whether you can get the visuals looking good or not is a problem but in relation to this speed problem it's not causing us that much difficulty.

CVG In Street Fighter 2 there are some spectacular moves. What difficulties do you have in representing these in Street Fighter EX?

IM It's the motion isn't it? After all if the Dragon Punch isn't a Dragon Punch it's no good. If the Fireball isn't a Fireball it's no good. The really frightful one is the Hurricane Kick. With 2D animation it might look spectacular but when you think about it in 3D, the character spinning around with their legs stuck out is only movement. It is often said that if it was done in polygons, it would be really cool but if we don't get it just right, it's no good at all. The main point is that the 3D image has to look good but if it's come from 2D animation, the possibility that it'll come out wrong is there. Thus, the area where we have to put in the most work is at the time of converting the techniques. We have put a lot effort into making sure that the users are satisfied so they won't play SF EX and say "Eh, this isn't a Dragon Punch!". On the other hand, there are various new techniques as well. For example, Chun Li has a new sure killing technique. Basically, this time she doesn't have the 'fireball' which she gained from SF Turbo onwards. The fact that she doesn't have it isn't because of anything technical. Rather, Chun Li's original concept was for her to use agility, leaping about and striking out etcetera. With the use of the fireball her fighting style changed so we've only returned back to her original concept. At the time we returned we thought why not create a new sure killing technique that was more in tune with this kind of character? And while we were at it we created some other new fighting techniques as well. On top of that, we looked at other techniques and improved or modified them also. We'd like to think that the users will try to play with the new techniques and say "Hey! This is smart!", "This one's the best!" preferring the new ones over the old ones. We've modified the techniques for this reason.

CVG Have you been able to include Chun Li's "Spinning Bird Kick"?

IM Yes, now you can do it. It was incredibly difficult. but at the moment you can actually do it. It's still experimental so it doesn't feel just quite right yet but it looks very similar. This time we didn't give much thought to Chun Li's Spinning Bird Kick. It isn't actually used that much during the fight but it is one of Chun Li's most representative fighting techniques isn't it. Indeed, it disappeared from SF Alpha onwards but we wanted to include it anyway. At the moment it's been taken directly from the 2D so, as you'd expect, it's a little slow. However, with a little more work on it we can get it right.



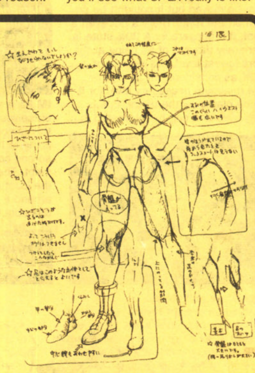
CVG When you convert the 2D to the 3D does the game balance sometimes suffer?

IM If the balance does go bad, we correct it to get it right. That's the way we have to consider this problem. If we don't, the users won't be satisfied. No matter how cool the Dragon Punch may be if you had to do it with two hands it wouldn't be a Dragon Punch at all. We'll certainly ensure that this kind of thing is preserved properly. We intend to do it so that everyone who plays it will think that it's a real Dragon Punch etcetera.

"We're devoting ourselves to trying again and again, fine-tuning *SF EX* to get it perfect. We want to get it as good as possible in order to satisfy all the users."

CVG A little while ago Street Fighter EX appeared at the Jamma Show. Could you tell us a little about the reaction to it from the users and press?

IM Only their impressions to the look of the game screen weren't very good. "Eh! *Street Fighter*'s become some sort of 3D but it's awfully square looking." Visually speaking, if you look at a photo in a magazine or even just watch a video of it, it's said that the impression of *SF EX* isn't very good. However, if they have a go and play it, there's a complete change. "Brilliant!" "It's really good!". From talking to those operators that I know I've got the impression that they're all really looking forward to it. Certainly, looking at it and playing it are completely different. We're saying please play it. If you do, you'll see what *SF EX* really is like.



↑ Chun Li's costume details are explained in this sketch, taken from the development folder of the original *Street Fighter 2*.

CVG How do you get feedback from the users?

IM At the Jamma Show we used a questionnaire. We also ask the opinions of the journalists and publicity staff who visit us to play *SF EX*. After that, the biggest source of feedback is from the company staff. As you'd expect they love *SF2* so even though they're company staff they can still have strong criticisms etc. Some of the CAPCOM staff also visit us and tell us their impressions. Soon we'll be having a location test so at that time we'll be handing out questionnaires to the players.

CVG According to a press report last month SF EX was 17% complete. Was that true?

IM That was around August 30th when it was published. At that time is was around 17% complete. At the Jamma Show on September 14th it was around 20-25% complete. Were planning to do a location test shortly. At that time it'll be around 25-30% complete. For us, the development percentage at this stage is still very low. After all, even after the game's outline is complete the fine-tuning and adjustment process

is very long. If the adjustment is less than half-done, even if the main game system is finished, it's not really complete at all.

CVG Didn't you think that at around 20% complete it was a little too early to unveil SF EX to the general public?

IM The usual way to think about development at 20%, for example, is in the case of let's say a car that has no body, just an engine, wheels and a steering wheel. For sure, it can be moved but it couldn't be driven on the road. There's not even a roof, it's dangerous. A 20% state is generally thought of as being at the very lowest level. But, a level of 20% as considered by us is only the minimum necessary level for it to be played by the users. In this way everyone can be interested in seeing how the remaining 80% turns out. Anything could happen! In reality, a large proportion of the game's framework is pretty much complete at the moment. From here on, in order to make it more interesting, we'll be refining the system and including new techniques etc. This is the 80%. Therefore, to presuppose that a 20% *SF EX* is similar to a car's construction doesn't hold true.



CVG Are you planning to make announcements on the SF EX status on a regular basis?

IM For a while we're going to keep ourselves out of sight. We've made this announcement now but we're going to hide for the next month or so and concentrate on development. The next thing for us will be the location test. After that, in around a month we'll be able to talk about the responses it.

CVG The Japanese press often like to write frequent reports about games don't they?

IM Yes, some of the writers are incredibly detailed in their reports on *SF EX*. Their questions can sometimes be really specific, such as the finer details of certain character's chained combinations. But really, it's far too soon for that. At only around 20% complete we'd like people to write about *SF EX* in little more general terms.

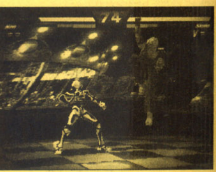
"A large proportion of the game's framework is pretty much complete at the moment. From here on, in order to make it more interesting, we'll be refining the system and including new techniques etc."

CVG In Japan Street Fighter 2 is very popular. Does the team feel under any pressure because of this?

IM Yes, but not because it's related to *SF2*. Whatever game we create we want it to be successful. For any new company the pressure not to fail in it's first venture is there but it's not because it has anything to do with *SF2*. On the other hand if there wasn't any pressure there'd be no incentive to do the best you can. That would be equally bad. Really, we're not under that much pressure. We're just working hard to create a game that everyone can enjoy playing.

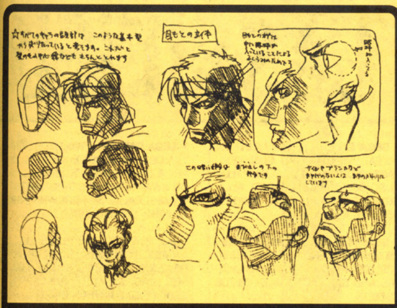
Q. For a completely new game the users probably wouldn't be bothered by certain minor aspects of any particular character. However, for Street Fighter 2 every user has their own image of how that character should look in 3D. Is this a problem?

IM All the development staff here think exactly the same. Everyone likes *SF2* so that's why they're doing it. Creating it themselves they understand the feeling of "Ah! That's different!". Therefore if they can somehow satisfy themselves, they should be able to win the approval of the users also. That's a safe method of doing it. As you'd expect with this development there are probably several areas where we haven't got much of a choice in what we can do. For those areas, as far as possible, we'll just leave them aside. In regard to SF2 the staff also have their own prejudices just like the users. We may be development staff but as *SF2* players, even now, we still go down to the arcades to play. Those areas which concern the users are the same areas which we are also concerned about. The meaning of which is please trust us.









Even when *Street Fighter 2* was being developed as a 2D game, the characters were considered as three dimensional personalities.

CVG How much more advanced are the Street Fighter EX graphics over Star Gladiator?

IM You can't really make comparisons to *Star Gladiator* (*SG*) unconditionally. SG runs at a 1/30 frame rate, while SF EX, at the moment, runs at a 1/60 frame rate. If we consider this difference then a 1/30





game is able to devote more emphasis to the visual graphics as its management processing is effectively halved. On the other hand, we are devoting more importance to the character of the game. The concepts behind the development of *SF EX* and SG are so different that you can't make unqualified comparisons.

CVG Are you receiving any assistance from the Star Gladiator team?

IM No, we aren't. In specific terms, it's a different development line. In addition, technically, it's completely different. The know-how we're using for this 2D/3D fighting game has no relation to *SG*. Fundamentally, ARIKA is not a subsidiary company of CAPCOM. Its capital and investment are completely separate. ARIKA was founded in November last year as an independent company. For a month after that we did research and then three months after that we started. We've still got the experience we gained at CAPCOM but technically there's no relatio between us. We're not a branch office, we're making our own games by ourselves. As friends and people we know, then of course we still have communication. However, as separate companies, then in terms of technology we don't exchange routines or ideas. They're completely different. Some people may be under the impression that as we came from CAPCOM, there's some sort of link between us but in reality it's a different team making a different game. The concept is new and the know-how is new.

CVG At the moment what difficulties are you confronted with?

IM I suppose it's improving the quality of the visuals. From a hardware perspective if the hardware was great, naturally we could do super visual effects. Leaving aside the hardware, our excellent staff could create very beautiful graphics but of course all hardware has it's limitations. At the moment visuals are our number one problem.

CVG It's common for programmers to use a lot of polygons in the faces of women to keep them beautiful. Are you paying any particular attention to the women in SF EX?

IM For example, like using gouraud shading to make their thighs smoother etcetera. (laugh) We're trying to. At the moment we are really working hard on this area but as I said earlier, improving the visuals is a tough area. Of course we want the women to be very cute so as far as it is possible we're trying to. All our staff are excellent so the female characters certainly won't be poorly done.

CVG How did you select your Street Fighter EX characters from all the characters in the Street Fighter series?

M There's really quite a simple reason. Well, of course Ryu and Ken are essential so we took them. Chun Li is also essential so we took her as well. These three are essential. At the moment, although personally I can't say for sure, were basically announcing eight characters at the moment but whether that will increase to nine or ten I don't know. I'm saying that until the very end there's always the chance that another Street Fighter character may appear as a hidden character or maybe we'll create another original character. We haven't considered at all yet but, maybe in a week or 10 days time, there's certainly the possibility that we may want to include another character. However, for the present there are eight characters, four original and four *Street Fighter*. Certainly, Ryu, Ken and Chun Li are pretty much the ones you'd expect to be there. That's three of them. As for Zangief he's in too. It's been decided to announce these four characters at this stage but there's still the chance that another *Street Fighter* may appear. Considering the game balance we've ended up with these four. After that we chose the new characters. After all, if you consider that *SF EX* is a different sequel, obviously we can't include only *Street Fighter* characters, so it can't be helped that some characters will have to be left out but we've chosen the *SF EX* characters naturally.

"The next thing for us will be the location test. After that, in around a month we'll be able to talk about the responses it."

CVG Can you tell us a little about the design process for the new characters?

IM I wasn't in charge of the design process but basically we wanted the new characters to compare favourably to the *Street Fighter* characters and yet have a slightly different nature to them. We felt we wanted to try putting in characters that had a way to them that hasn't appeared in the *Street Fighter* series up to now.

CVG Have you already decided on how the new characters will fit into the story of the Street Fighter series?

IM We haven't decided on any kind of official story yet. At the end we'll consider it in outline and then formally discuss it with CAPCOM, but at this stage we haven't really thought about this area that much. There's the possibility that the characters' story lines might become entangled. For example, Hokuto uses "Kobujutsu" but that kind of samurai style (called Bushin style) often appears in CAPCOM games. Guy from the *SF Alpha* series and the *Final Fight* series also uses the Bushin style. There's a chance that this area, story-wise, might become mixed up. There is a plan but we haven't considered at all yet. Of course, CAPCOM also have their own ideas which they are considering.

CVG Have you considered any kind of game modes for Street Fighter EX?

IM Fundamentally, *Street Fighter 2* is a one-on-one fighting game. The emphasis is on confronting your opponent and seeing who is the strongest by pitting your skills against theirs. Various ideas have been considered but it's still too early. This kind of consideration is done when the game is around 95% complete. The game is still in the punch and be punched preparation stage. Things like *Red Earth*'s Story Mode or Street Fighter Alpha's Dramatic Battle are far too early for consideration. That's done after the game is finished.

CVG At the moment what's the feeling amongst the team?

IM Everything they can do they're doing. What they haven't tried to do before they don't know about but everything they've done up to know they understand. It's pretty much like the start of an adventure. "What shall we do?" - "Temporarily let's try it like this" - "Ah! It worked. Well, what about this then?". Like this, it's fairly much a state of trial and error. Everyone, individually, has confidence in themselves and they all giving it their all to the best of their ability. This means it's in good shape. There are parts that were rejected so they made them better, even parts that were failures but it's a challenge for them and so their spirits are high.

CVG Which part of Street Fighter EX are you the most proud of?

IM Ah, that's a difficult question, but probably that when you play the game, whether you win or lose it still has the feeling of enjoyment because it was interesting. Even if it's regrettable to lose the fight, the game is still enjoyable. I've got pride in creating that kind of game. I'm a stickler for the creation of this so I've got confidence in *SF EX*.

CVG Do you have any message for your new fans in England?

IM To all those those users who enjoyed playing *Street Fighter 2* I hope you enjoy playing with *SF EX* also. For those users, we're working as hard as we can. Please play it. We like you all.

Thanks to Arika for taking time out to answer our questions. Now turn to the JAMMA show report for gameplay details.

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FREEPLAY HIGH SCORES

We want your high scores to show off to the world, but no more Track and Field records if you please. We've just printed a few this month so that whenever you watch Emmerdale, you can feel proud that you can beat Sam Dingle. Unless you can't, that is...

CELEBRITY HIGH SCORES! TRACK AND FIELD (PS)

Imagine our surprise when checking through your high scores to come across some sent in on Yorkshire Television headed paper, with a signed photo of Sam Dingle from Emmerdale incuded! James Hooton, who plays Sam Dingle in the show, and his brother Robert have sent in their best scores for Track and Field, along with a letter insulting our Ed's gaming abilities. Thanks very much lads, and if any other famous people out there want to send in their high scores, we'd be happy to print them, of course.



James's excuse for his bad handwriting is that he's a Dingle. Sounds good to us.

JAMES HOOTON

ROBERT HOOTON

Overall	17500	17938
100 metres	7.60	7.27
Long Jump	10.71	11.19
Shot Put	28.33	27.63
100m Freestyle	41.60	39.28
110m Hurdles	9.49	8.88
High Jump	2.80	2.80
Hammer	109.72	107.00
Triple Jump	20.01	20.45
Javelin	108.72	105.00
Pole Vault	6.17	6.39
Discus	92.36	93.41

RESIDENT EVIL (PS)

Completed in 01:43'30
Andrew Rutherford, Macclesfield

TEKKEN 2 (PS)

Time Attack
01'38"26
Paul Powell (POW), Pontypridd
03'02"78 (King)
David Hines, Doncaster
03'48"91 (Marshall Law)
Pierre Nelwan (PAL), Netherlands

Survival Mode
24 wins (Lei Wulong)
Pierre Nelwan (PAL), Netherlands

SEGA RALLY (SAT)

Fastest Desert Lap
0'49"75 Ryan Shaughnessy (RYE), Manchester

Fastest Desert Race
2'32"77 Ryan Shaughnessy (RYE), Manchester

NIGHTS (SAT)

343 Link (Frozen Bell 1)
Ryan Shaughnessy (RYE), Manchester
334 Link (Frozen Bell 1)
Paul Lautier, London

526200 Points (Frozen Bell)
Ryan Shaughnessy (RYE), Manchester
521800 Points (Frozen Bell)
Paul Lautier, London

BUST-A-MOVE 2 (PS)

19,254,280
David Hines, Doncaster

JUMPING FLASH (PS)

1, 488, 901 (Extra Mode) Robert J. Richardson, Bishop's Stortford

RIDGE RACER REVOLUTION (PS)

• NOVICE
Best Lap 45.533
Ian McAllan, Middlesex
Best Race 2.19.723
Ian McAllan, Middlesex

• NOVICE EXTRA
Best Lap 45.683
Adi Wells, York
Best Race 2.19.799
Adi Wells, York

• INTERMEDIATE
Best Lap 1.00.424
Adi Wells, York
Best Race 3.10.160
Adi Wells, York

• INTERMEDIATE EXTRA
Best Lap 1.03.287
Matthew McMillan (MAT), Bearsden
Best Race 3.13.257
Adi Wells, York

• EXPERT
Best Lap 1.09.278
Matthew McMillan (MAT), Bearsden
Best Race 3.35.940
Matthew McMillan (MAT), Bearsden

• EXPERT EXTRA
Best Lap 1.10.203
Matthew McMillan (MAT), Bearsden
Best Race 3.35.487
Matthew McMillan (MAT), Bearsden

VIRTUA FIGHTER 2 (SAT)

Rank 3rd
Sarah 6'05"90 82 points
Gary Cormack (GAZ), Scotland

FIGHTING VIPERS (ARC)

Game complete, 3 rounds
4'38"92 (Bahn)
Paolo Tarulli (ZAK), London

'FIGHTING VIPERS (SAT)'

Game complete, 2 rounds, Very Hard setting
4'02"60 (Mahler)
4'15"06 (Sanman)
Paul Davies (POL), CVG

'WAVE RACE (N64)'

Dolphin Park Score Attack: 13272
Jaime Smith (J), CVG

FREEPLAY FANZINES







Sucked into a retro vortex



Our very own Micro Goblin says this is pretty good. So why not give Keith Ainsworth a call on: 0151 284 9397.

Definitely the quality of your fanzines is improving. It's really great to be receiving them each month, as we were getting worried that you had all given up!

Just to remind you, they don't all have to be about video games – but keep it kind of related, so as not to confuse everything. What we're mainly looking out for is imaginative stuff, with a big element of fun.

If we like what you've done, it gets printed here, along with your contact address, and you get to sell loads more copies. Like we've mentioned many times before, we take a genuine interest because some of you may be worth employing!!! Exciting, eh! So get writing and designing! Send to FANZINES, c/o Free Play.





This one comes with an old-style floppy disc, and is especially brilliant because of the attention which has gone into the design. Contact Richard Bowen at 'Computer Scene', 35 Nottingham Road, Nottingham. NG16.



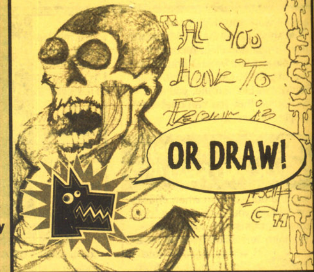
Another very well laid out publication. Very cheekily written, with loads of stuff about all the current formats. Loads on Jaguar games for some reason though! Address: 49a St Cuthbert Street, Wells, Somerset BA5 2AW.

WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, CLASSIFIEDS, FANZINES, ETC.)

FREEPLAY
COMPUTER AND VIDEO GAMES,
PRIORY COURT,
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LONDON, ECIR 3AU

And so another gripping instalment of Freeplay draws to a close. But don't fret, Freeplaysters, cos there'll be another one next month, same time, same place. And, you know, the glorious thing about Freeplay is it's YOUR part of the magazine. Where you get to say what you want. And don't think you're limied to the sections already here. If you've got a great idea for something new, send it in!!!



HIGH SCORES

Hokay! Last month we finally kicked off our highscores section. But let's face it, some of those so-called 'high scores' are pathetic. C'mon, prove that CVG has the hardest games animals. We're fed up of seeing flippin' Lomas' name top of all the lists. DESTROY HIM!

MOST WANTED

Have you been waiting for years just to see an update of IK+? Or a 2D Sonic game on Saturn? Well, godammit, be patient no more! Send your top three 'currently unavailable' gaming Wants with to us. And tell us what machine you want it on. Unless it's a machine you want!

ART

We created this section to give our more creative readers a chance to show their talents. It's clear to us now that we have no creative readers. Still, at least we've got two-pages of drawings that would give a psychiatrist nightmares. Keep it up, you little hooligans!

CLASSIFIEDS

So you're already fed up of your N64 eh? Well pass it on to someone more deserving of it, you ungrateful snot. Anything you want to sell (except drugs and slaves and other legally-dodgy things) can be placed here!

FANS!

Not the air-shifting kind. We're talking die-hard obsessives who rant about their machine being best. We want comments on your favourite area of gaming. Why do you love Namco the most? How come Quake is best? Tell the World!

TIPS

Ed Lomas is a freak. Everyday at noon, he turns into a slavering wererat with a craving for human flesh! Only three things can halt the transformation – Tips, Minstrels and precious stones. Quick send 'em in!

FANZINES

Some of you are so mad about your favourite subject, that you don't want to read about it. You want to write about it! If you creates a fanzine (about any-thing), send it in to us. We wanna see it!

PLEASE TICK ✔
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